ALES GUZIK

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Minsk, Belarus

EDUCATION

Belarusian State University of Informatics and Radioelectronics, Minsk   *July 2013*
Faculty of Computer Systems and Networks
M.S. in Computer Science & Software Engineering

Belarusian State University of Informatics and Radioelectronics, Minsk   *July 2012*
Faculty of Computer Systems and Networks
B.S. in Systems Engineering

HAVE EXPERIENCE WITH

Operating Systems	Linux (NixOS, Arch, Debian, CentOS, Ubuntu), Mac OS X
Programming Languages	Clojure, Ruby, C, Bash, JavaScript, Perl, Common Lisp, Erlang, Maude, Factor, Lua, Terra, C++, Python and some others
Markup and Typesetting	LaTeX, HTML, Haml, Slim, CSS, SASS/SCSS, Less, Bootstrap
Server technologies	NixOps, Consul, Docker, Dokku, Chef, Nginx, Apache httpd, Postfix, Prosody, vsftpd, Squid, Corosync, Pacemaker, DRBD
SQL Databases	PostgreSQL, MySQL/MariaDB, SQLite
NoSQL Databases	Datomic/Datascript, Neo4j, OrientDB, MongoDB, Cassandra
Programming paradigms	Imperative, Object-oriented (class-based, prototype-based), Functional, Concatenative (stack-based), Logical (predicate logic, rewriting logic).

WORK POSITIONS

Filemporium   July 2015 - Present
Lead Clojure Developer   *Remote via Upwork*

· Setup temporary deplyoment via docker and dokku

· Revised architecture in a way that drastically simplified client-side state management and allowed live page update of all active user sessions

· Reengineered project build system using boot (previously leiningen were used). Fixed project build time (full recompilation now takes just a couple of minutes instead of an hour). Adjusted project code to work with reloaded workflow.

· Documented project structure, project-specific code conventions, technical decisions, troubleshooting, and Amazon S3 project-specific step-by-step configuration guide

· Implemented production-ready multiserver setup with zero-downtime deployment using NixOS/NixOps and Consul

· Refactored most of the project, implemented lots of functionality and fixed lots of bugs (e.g added config schema validation, cleaned up garbage logging (like `(println "!!!  FOO:" x)`) and implemented propper configurable logging throughout the system, implemented chunked file upload with automatic reconnection, etc.)

· Interviewed potential candidates

· Regularly did code reviews

· Did pair programming (to assist others with complicated tasks, to share project knowledge, to get back on track when I'm stuck)

· Fired a programmer that have been writing terrible code

Filemporium
Clojure Developer

May 2015 - July 2015
Remote via Upwork

· Automated design updates
· Added compile-time template checks to kioo templating library to ensure component correctness after design update
· Added support for using arbitrary npm libraries from ClojureScript code (to be able to utilize existing js React components)
· Started writing project documentation. Documented actions needed to setup a project, update design, add npm library

Softswiss Casino Software
Senior Software Engineer

October 2014 - May 2015
Minsk, Belarus

· Implemented integrations with external game providers (CasinoTechnology, Fengaming)
· Implemented completely custom design for new customer (HTML/CSS)
· Worked on external wallet api implementation

Rubyroid Labs, LLC
Senior Software Engineer/Team Leader

April 2014 - September 2014
Minsk, Belarus

· Designed application architecture
· Managed project development
· Did code reviews
· Solely implemented some internal services

Intetics Co.
Senior Software Engineer

July 2013 - April 2014
Minsk, Belarus

· Made fully-automated production server setup
· Worked on refactoring legacy codebase
· Worked on security-related features (IP whitelisting, XSS testing)
· Implemented backend service for mobile apps.
· Implemented automatic management of VPN servers DNS rotation
· Did code reviews

Belarusian State University of Informatics and Radioelectronics
Teaching assistant at Electronic Computing Machines Department (part-time)

February 2013 - January 2014
Minsk, Belarus

· Taught students how to use Git and GitHub.
· Together with students formalized grading criteria.
· Formalized some code quality metrics.
· Taught Linux for interested students in my spare time.

PowerMeMobile, Inc.
Problem solver

January 2013 - February 2013
Minsk, Belarus

· Gave an idea of automating deployment process (new tier deployments may take up to a month of SysAdmin team work).
· Implemented initial stages of deployment automation (installing base cluster software, configuring corosync/pacemaker, installing and configuring DRBD and nginx as resource agents) using Chef.
· Made entire deployment configurable from a single place (from chef workstation using node attributes).

· Got an agreement on opensourcing this efforts.

Altoros Systems, Inc.   October 2011 - September 2012
Software Engineer in Ruby department   *Minsk, Belarus*

· Proved that custom multisite functionality is a bad idea. Dropped the hacks and refactored application to use rails 3 engines.
· Participated in porting internal RightScale services (mostly sinatra+cassandra) to JRuby to utilize native Thrift.
· Participated in all stages of design and development on many projects.

Itransition, Inc.   February 2011 - October 2011
Junior Developer in Ruby department   *Minsk, Belarus*

· Solely ported large social gaming engine from Rails 2 to Rails 3.
· Initiated using SCSS and Compass, which led to stylesheets development and modification speedup.
· Configured production server from scratch and setup automated Capistrano deployment.

SOME FACTS TO BETTER UNDERSTAND WHAT KIND OF PERSON I AM

· I decided to tie my work to computers when I was 5.
· First program in BASIC at age of 11, first HTML and JavaScript at 12, first program in Pascal at 13.
· I started playing with Linux when I was 14 (it was Mandrake 10 in 2005)
· I use Dvorak keyboard layout
· I use Archlinux with lots of handwritten scripts and i3 tiling window manager as my work environment.
· I tend to automate everything I could.
· I started using Emacs at 2010 and never looked back. Since 2011 I use it with Evil (vim emulation layer)
· I have dozens of personal opensource projects and have contributed to upstream of at least 20 other.
· Some time ago I was passionate about japanese animation, so I learned some japanese and passed an international exam (JLPT4 certificate). I remember myself learning Esperanto and Toki Pona, and now I am learning Lojban.
· I am an active ACM and ACM SIGPLAN member.
· One of my primary interests is programming languages. I am still thinking of one that would be perfectly expressive. I have plans for PhD in that field.
· I write tests very rarely and when I feel I wish to write one, I know that I should search for more simple solution that will be obviously working and not require any iterative validation. I do not believe that writing tons of tests may lead to good system design. More often it leads to design that is hard to change in any meaningful way. Instead of going test-first I go think-first, and don't start writing code until I clearly know what I'm going to write and why.

GROWTH DIRECTIONS

· Programming paradigms and programming languages
· Rewriting logic (Maude system in particular)
· Minimal syntax programming languages: Lisp (Clojure, Common Lisp, Scheme, Qi/Shen), FORTH, Factor, APL, Refal, Rebol, Smalltalk
· Programming music (Overtone, Extempore) and visuals (Quil, Processing, Fluxus)
· Learning to draw
· Semantics
· Constructed languages
· Neuroscience
· Statistics and Machine Learning