

Sergey N. Bolshchikov

20 Zalman Shneur st.
Haifa, Israel, 32544
Phone: +972 52 534 4907
Email: sergey@bolshchikov.net
Website: <http://bolshchikov.net>
Blog: <http://blog.bolshchikov.net>
LinkedIn: <http://il.linkedin.com/in/bolshchikov>
Github: <http://github.com/bolshchikov>

Objective: Senior Front-End Engineer

Personal Information:

Date of Birth: 03-Feb-1987
Citizenship: Russia, Israel

Experience:

New ProImage (Agfa),
June 2012 – Current

Position: Senior Front-end Engineer

Description:

Creating large-scale client side application for publishing houses.

Duties:

Developing application framework based on ideas of large-scale JS application (based on Aura, Ember, RequireJS, KendoUI, Karma).

Extensive research of JS MVC frameworks (Backbone, Angular, Ember, Knockout, etc.).

Building the server load test utilizing the existing client side code base (NodeJS, PahntomJS, ImageMagic).

Creating log analyzing toolkit (Ruby, Ember).

Development:

Client side: HTML, HTML5 (localStorage, WebSockets), JavaScript, CSS, jQuery, Kendo UI, Knockout, Ember, Jasmine, Karma, PhantomJS, Node.

Technion Research &
Development Foundation
June 2011 – June 2012

Position: Software Development Lead,

Project: Web-based Object-Process Methodology (OPM) CASE Tool

Description: On-line editor for Object-Process Methodology

Duties:

Leading the group of 8 developers, Gathering requirements, architecture developing; Modeling using OPM and UML;

Development:

Client side: HTML, HTML5, CSS, jQuery, JavaScript, Bootstrap, SVG;
Server side: Google App Engine, Python, Jinja2, Webapp2 framework;
NoSQL; Google Channel API.

Position: System Architect,

Project: TALOS – EU Border Protection System

Description:

Conceptual modeling of project's requirements.

Modeling behavior of UGV (Unmanned Ground Vehicle).

Project: SISO Smackdown 2011 NASA Project

Description:

Analyzing the requirements.
Developing the conceptual model of Lunar Shuttle Vehicle and its behavior.
Leading the group of 5 people.
Creating the software tool of model mapping from Object-Process Methodology to Base Object Model (Python)

*Technion – Israel Institute
of Technology*

March 2010 – June 2012

Position: Software Engineer

Project: Vivid OPM Evaluation Tool

Description:

Online evaluation tool intended for check Vivid OPM. Application assigns every signing person to one of two groups. Each group performs separate task. The results are analyzed.

Development:

Client side: HTML, CSS, Javascript, jQuery, Facebook API, Google API
Server side: Python, Google App Engine, used Open Auth2.0 algorithms

Position: Software Engineer,

Project: Vivid OPM Conceptual Animation Tool

Description:

Online application intended to animate conceptual OPM models into spatial-temporal space.

Duties:

Developing animation tool for conceptual models simulation (Vivid OPM).
Extensive research and analysis of currently existing solution.
Developing architecture.

The work has been presented in conferences in USA, Israel, France.

Development:

Client side: HTML, CSS, Javascript, Ajax, jQuery;
Server side: Apache Tomcat, Java

Position: Academic Adviser,

Description:

Developing Information System for Druze Heritage Museum.
Leading the group of 5 students.
Analyzing the requirements.
Developing the models' set with OPM, UML, ERD.

Development:

Client side: HTML, CSS, Javascript;
Server side: Apache, PHP, CodeIgniter Framework

Position: Teaching Assistant,

Description:

Course “Specification and Modeling of Information Systems”

*Center of psychological,
medical, and social
maintainability for hearing-
impaired children “ECHO”
Oct. 2007 – June 2009*

Position: Software Engineer,

Duties:

Development of Information System for Center of Hearing-Impaired Children.
The group leader of 4 developers.
Analysis of organizational structure. Defining system requirements.
Building set of models: conceptual, structural, algorithmic, mathematical.

Design of database (Firebird). Implementation of client side with C++.
Developing User Guide. National Software Registration: #2009613569
"Computer-Aided Information System 'ECHO'".

Education:

Oct. 2009 – May 2013

Master of Science,
Technion – Israel Institute of Technology, Haifa, Israel
Major: Information System

Sept. 2004 – June 2009

Bachelor of Science,
Ural State Technical University, Yekaterinburg, Russia
Major: Information Systems and Technology
Minor: Medicine

Skills:

Operation System:

OSX, Linux, Windows

Office:

MS Office, MS Project, MS Visio, OpenOffice

Development Management:

Git, Mercurial, Github, Bitbucket, JIRA

Languages:

JavaScript, OOP Javascript, CoffeeScript, Ruby, Python, C++, HTML,
HTML5, CSS, SVG, JSON, XML

Libraries and Frameworks:

Aura, Ember, Knockout, Angular, Backbone, jQuery, Google App Engine,
KendoUI, Jasmine, Mocha, Karma, PhantomJS, Node, jQueryUI, Bootstrap

Modeling:

UML, OPM, IDEF, BPMN

Editor:

Photoshop, CorelDraw

Open Source Projects:

[***insanely-big-tables***](#)

The comparison project of tables between different JS frameworks

[***npg-selection-lists***](#)

Selections list Ember widget

[***ember-table***](#)

Contributed the fully fledged selection mechanism for ember table
component

Public Appearance:

Ember Reusable Components and Widgets (EmberFest) [[Video](#)] [[Slides](#)]

From VanillaJS to MVC (Ember-IL Meetup) [[Slides](#)]

Web Projects: From Theory To Practice (GDG Meetup) [[Video](#)] [[Slides](#)]

Front end Development: The Important Parts (New ProImage) [[Slides](#)]

Language:

English (Full professional proficiency)

Hebrew (Limited working proficiency)

Russian (Native or bilingual proficiency)

Professional Membership:

Ember-IL – official group of Ember in Israel (co-organizer),

Google Developer Groups (permanent speaker),

IEEE

About:

I love the start up environment where people are passionate about what they do
and they care. I am determined, devoted and passionate to what I do.

I believe it's OK not knowing something, but I am always learning and
developing my skills.

I believe nothing can be done without a team. I do my best to bring the impact
into the team and overall work.

