

ANDREY PUSHKAREV

A Software Engineer with 17+ years of extensive professional experience with different development technologies. Highly skilled in system and data analytics, system architecture, software design, programming, and troubleshooting. Have a proven track record in anticipating, analyzing, and mitigating risks of both technical solutions and product gaps. Experienced in leading and teaching others as a team or project lead. Proficient in communicating complex technical aspects to different audiences.

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KEY SKILLS

Server-side

- Current Server stack:
 - Node.js (npm/yarn), Next.js, Express.js, Socket.io, Serverless
 - Puppeteer/Headless Chrome
 - Jest, Lint, Prettier, Pact
 - GraphQL, MySQL, Redis, MongoDB
- Used to work with:
 - Python, Scala, C/C++, R
 - Sybase, Oracle, PostgreSQL, IBM Db2, Memcached
 - Java: SE/EE (JAX-WS, JAX-RS, EJB, JPA, JTA), Weblogic, JBoss, Hibernate, OpenEJB, Jersey, Grizzly, JavaCV
 - PHP: Zend, Yii, Kohana

APIs

- GraphQL, REST/RESTful (JSON), SOAP (XML)
- Third-party APIs: Google (Maps, Analytics), Twilio, Stripe, Amazon (Lambda, IoT, S3, SES, Step Functions)

Data and Project Management Tools

- Amplitude, Snowflake, Looker
- Visualization: UML, DFD, ERD, Flowcharts, and Process Diagrams
- Agile & Lean: Scrum, Kanban, XP (TDD, BDD, CI, CD)
- Issue Trackers: GitHub, KanbanFlow, Jira, Pivotal Tracker, ClickUp

Client-side

- Current Web & Mobile stack:
 - JavaScript (JS/TypeScript/Babel)
 - HTML5, CSS3 (LESS, SASS, PostCSS, JSS), Material-UI, D3.js
 - ReactJS, Apollo, Redux, React Native (iOS, Android, Web), WebPack
- Used to work with:
 - jQuery, AngularJS <=1.5, Bootstrap
 - Android Studio/SDK, Java, Google Play
 - XCode, Objective-C, Apple Store
 - Ionic, Apache Cordova /Adobe PhoneGap
 - Grunt, Gulp, Bower, Karma, Mocha, Jasmine, Chai

DevOps

- Git: GitLab, GitFlow, GitHub, BitBucket
- CI/CD: Bamboo, TeamCity, Jenkins, Travis CI, CircleCI, GitLab
- AWS (ES2, ElasticBeanstalk, Lambda, S3, RDS, ElastiCache, VPC, CloudFront, Route 53, API Gateway, SQS, SNS, SES, IoT, Step Functions, IAM, Cognito, CloudFormation, AppSync, CDK), GCP (Kubernetes, Storage), Heroku, Cloudflare
- Unix/Linux, bash, Docker
- Monitoring: DataDog, AWS CloudWatch

EMPLOYMENT

Senior Software Engineer

Mixmax, Inc

Sep 2022 - Nov 2023

Permanent role, Lisbon, Portugal

- Run several data analyses that allowed the team to identify and fix several product and technical issues in the team's owned business domains and related components.
- For several months I have been an engineering team lead and engineering manager for the team Comm. While I've been in these positions I was communicating with other teams and stakeholders, as well as, leading technical and product initiatives and projects in the business areas that team Comm owned.
- Implemented 'service-tasks' as a part of the TasksV2 solution, which improved the stability and scalability of the feature Tasks and allowed Mixmax to have a more reliable and feature-rich Tasks Dashboard. Also, it positively affected the Comm team development experience which led to better team velocity and morality. Later, the same approach was replicated for the feature Dialer.
- Implemented a basic monorepo template based on NPM Workspaces and TypeScript which allowed the Comm team and other Mixmax teams to use it when they implement new services in their business domains while the Mixmax Core team was working on introducing a long-term monorepo solution.
- Identified system-wide Product and Tech gaps and proposed a draft of a solution ContactsV2 which became a top priority for the company as the project "Contacts Centric Mixmax".
- Implemented a solution of releasing unused phone numbers provisioned from third-party dialer provider Twilio which allowed the company to save \$1500 monthly.

Senior Software Engineer

Style Arcade

Apr 2021 - Sep 2022

Permanent role, Lisbon, Portugal

- Designed and implemented the SharableWorker framework with the intent to simplify the integration with SharedWorker Browser API which the engineering team utilized to share data between different tabs in the client-side application, which allowed:
 - users to work in the application with large volumes of data in several tabs without browser crashes;
 - allowed the client application to reuse already fetched and processed data which improved application boot time and decreased the number of API calls which improved operational costs.

EMPLOYMENT (CONTINUATION)

Senior Software Engineer

Moteefe

Apr 2020 - Apr 2021

Permanent role, Lisbon, Portugal

- Planned, designed the solution, and led the team of developers that extracted ReactJS applications and Server Side Rendering logic from the monolith Ruby on Rails application to the NextJS backend for frontend solution that improved maintainability of the client-side applications that decreased the operational costs and increased the engineering team velocity.
- Introduced Pact API Contract Testing between client and server applications which improved the stability of CI/CD Pipelines and allowed us to securely release frontend and backend independently with confidence.

Full-Stack Software Engineer

ScoreMore LLC

Oct 2019 - Apr 2020

Freelancer, Remote

- Automated all CI and CD processes by the usage of AWS APIs, CDM scripts, and AWS CloudFormation templates.

Full-Stack Software Engineer

Empower Sports Portugal, Unipessoal, Lda

Mar 2019 - Oct 2019

Permanent role, Lisbon, Portugal

- Designed and implemented a configurable White Label solution for company partners based on a website coded for one partner. This solution allowed us to set up and release new partners' websites in hours instead of weeks and dramatically decreased maintenance costs.

Full-Stack Software Engineer

ScoreMore LLC

Mar 2017 - Mar 2019

Freelancer, Remote

- Migrated the company's client-side projects to React Native (iOS, Android, Web), which allowed the engineering team to share more than 90% of code between the platforms' applications and decrease the number of maintained projects from three to one.
- Reimplemented a monolith back-end application hosted on AWS EC2 to a microservices architecture on AWS Lambda, which allowed to reduce expenses on the hosting by approximately 95% in an idle state, and 45% in a loaded state, and improve overall performance.
- Integrated with the Stripe API that allowed to securely and effectively process online payments.

Senior Software Engineer

Realine Technology Inc.

Oct 2015 - Mar 2017

Freelancer, Remote

- Migrated the company's front-end projects to ReactJS, which allowed the engineering team to design and bootstrap a front-end architecture that was used for all existing and new company web projects.
- Defined and managed integration processes between teams that resulted in faster error-free product shipping.
- Organized an effective collaboration process between the front-end team and analysts, designers, and the product manager.
- Led and mentored the front-end team. Introduced new concepts, technologies, and best practices.

Software Engineer

Mezuka

Apr 2015 - Jul 2015

Freelancer, Remote

- Implemented 14 modules of a SPA website Mezuka in close collaboration with frontend and backend teams.

Software Developer

Convertiser sp. z o.o.

Mar 2014 - Nov 2014

Freelancer, Remote

- Designed and implemented a single-page application Convertiser on top of RESTful API.
- Architected and coded the JavaScript snippet Converttext, which detects content nodes on publisher's websites.

Senior Software Engineer

AT Consulting

Sep 2011 - Mar 2013

Permanent role, Moscow Russia

- Promoted to a Senior Software Engineer. Supervised and coached other software engineers in the project team.
- Migrated the project code from SVN to GIT which helped our distributed team to increase the overall development speed.
- Introduced TDD and CI which greatly improved product quality and allowed our Scrum team to release a new version every 2 weeks.
- Wrote 35 different web services (SOAP, REST) and integrated with 10 systems as a service provider and/or as a service client.
- Designed and coded a robust architecture of the project in terms of data receiving, converting, validating, and storing.
- Created a critical positioning algorithm of form on a scanned image which improved the quality of recognizable fragments.
- Increased the number of images that were suitable for processing using one template from 300 to more than 2000000.

EMPLOYMENT (CONTINUATION)

Software Engineer

NVision Group

Sep 2010 - Sep 2011

Permanent role, Moscow Russia

- Refactored an architecture that allowed to reuse of previously developed components of government services.
- Reduced developing time of new e-services from 1-2 weeks to 2-3 days.
- Designed and implemented a DB architecture well adapted for handling CRUD and complex reports under high load.
- Developed several highly efficient storage procedures for a reporting system.
- Designed and implemented a flexible web reports builder for operators and editors.
- Implemented several JavaScript widgets which optimized the working process of the system operators.

Data Engineer

Probusiness Bank

Jul 2008 - Sep 2010

Permanent role, Moscow Russia

- Designed and implemented several web applications for viewing detailed bank reports.
- Improved usability and functionality of a report generation system.
- Improved existing and developed new ETL processes.

Database Software Engineer

Media Soft Integro

Oct 2007 - Jul 2008

Permanent role, Moscow Russia

- Promoted to a Database Software Engineer from a Technical Writer.
- Designed DB architecture, and wrote views, functions, and stored procedures for several web projects.

SIDE PROJECTS

- Wrote a set of scripts to obtain data from WSL and run data analysis on this data which resulted in writing the article "[Impact of a tiny math error on World Surf League \(WSL\) results over 9 years](#)" (Oct 2019)
- Contributed to an Open-Source web framework AngularJS. (Jan 2015)
- Designed, implemented, tested, released, and maintained an entire hybrid mobile menu application for Android and iOS platforms and REST API for an AVM Cream House Juice Bar. (Nov 2014 - Mar 2015)
- Launched and maintained an online portfolio website Liltael.com for Character Animator Ekaterina Pushkareva. (Dec 2013)
- Implemented REST API and an Android application LowestPrice in the context of the Hackathon "Forward with Google". (Oct 2013)
- Designed and implemented a backend part of the project YeNoMe in the context of Hackathon Garage48. (Oct 2013)

EDUCATION

Bachelor's Degree in Computer and Information Science, Moscow Institute of Electronics and Mathematics, Sep 2006 - Jul 2011

Massive Open Online Courses, Dec 2012 – Feb 2014

- Stanford University through Coursera Inc and Class2Go:
 - Machine Learning
 - Game Theory
- The University of California, Berkeley through edX:
 - Foundations of Computer Graphics
 - Artificial Intelligence
- Princeton University through Coursera Inc:
 - Algorithms Part I and Part II
- MongoDB Inc
 - MongoDB for Java, Node.js, Python Developers, and DBAs
- Swiss Federal Institute of Technology (EPFL) through Coursera Inc
 - Functional Programming Principles in Scala
- Duke University through Coursera Inc
 - Image and video processing

ADDITIONAL INFORMATION

- Fluent in English - PTE Academic (Jul 2018) Overall Band Score 86/90: Listening - 82, Reading - 87, Speaking - 90, Writing - 78
- Basic Portuguese -- A1-A2 courses and A2 certificate (Jan 2023)
- Native Russian speaker