

Alexey Frank

E-mail: alexeyfrank@gmail.com

Website: <http://ru.linkedin.com/pub/alexey-frank/87/a36/3b5>

Github: <http://github.com/alexeyfrank>

Phone: +7 9021205369

Russia, Ulyanovsk

WORK EXPERIENCE

Undev.ru (July 2014 – Present)

Lead Javascript Developer, Team Lead

- Developing JS SDK and many applications for an open cloud computing video platform NPTV.
<http://developer.nptv.com/en/javascript/introduction>
- Code review;
- Matching of new tasks's with project manager;
- Interviewing new developers;
- Estimation of task duration;
- Building a system architectures.

Undev.ru (November 2013 – Present)

Javascript Developer

- Developing UX for digitaloctober.tv (Angular.js);
- Code review;
- Interviewing new Javascript-developers;
- Building a system architectures.

Undev.ru (February 2013 – Present)

Ruby on Rails Developer

- Video content markup and distribution system development and support;
- Controlling synchronization between application components using RabbitMQ;
- Widening test coverage (RSpec, Factory Girl, Webmock, FakeFS);
- Working on JavaScript frontend (jQuery/Prototype/Angular.js);
- Maintaining and improving performance of legacy code;
- Building Rails4 backend;
- Customize Javascript video player;
- Legacy code refactoring;
- Develop gems (backend clients, service interfaces, rails-engines);
- Database query optimization;
- Delayed jobs with Sidekiq/Resque;
- Test and staging environment deploy (Vagrant, Ansible, Chef).

Itech-group.ru (September 2012 – February 2013)

Senior PHP Developer

- Manage tasks between teams and departments;
- Planning sprints and milestones;
- Estimation of task duration;
- Building a system architecture;
- Convert product owner's wishes to developer tasks;
- Database query optimization (explain, analyze slow query).

ximad.com (February 2011 – October 2012)

Windows Phone 7 Game Developer

- Analytics systems integration
- Implementation of multi-resolution support
- **Game** logic implementation
- Toolset development and maintenance (including: GUI builder, asset-packing scripts)
- Skeletal animations system overhaul and optimization

SKILLS

- Ruby: Ruby on Rails, Sinatra, most of popular Ruby gems;
- Message queue: RabbitMQ;
- JavaScript: jQuery, CoffeeScript, Angular.js, React, Backbone.js;
- Unix tools: bash, vim;
- Markup: HTML, XML, YAML, HAML, Markdown, JSON;
- Stylesheets: CSS, SASS, LESS;
- Databases: PostgreSQL, MySQL, MongoDB, Redis;
- Fulltext search: Sphinx, ElasticSearch.
- Web servers: Nginx, Unicorn;
- Environment staging and deploy: RVM, Capistrano, Chef, Ansible, Vagrant;
- Testing: Rspec, Minitest, FactoryGirl, WebMock, Capybara;
- PM tools: Jira, Redmine, Trello, Skype, Yammer;
- Other programming languages: PHP, Clojure, Erlang.

EDUCATION

BS, [Computers, complexes, systems and networks](#) 2009 – 2014

Ulyanovsk State Technical University

INTERESTS

- Believe in best practices and pattern, but don't over do with them;
- Get fun from developing useful tools;
- Get fun from developing useless but impressive stuff;
- Interest in new things, newest tools and improved existing one;
- Love what I do and working like minded people.