Valentin Bryukhanov

Software/Web/Game Developer

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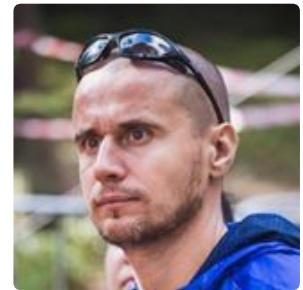
I'm a software, web and game developer. My main expertise is in Python and JavaScript, but I'm open for new languages and technologies and expanding my knowledge stack. I'm using various frameworks, libraries and technologies and trying to choose the best ones for a project (or new for pet-projects). Programming is not only a job for me but also a hobby. I also have experience in Puzzle and Game design, especially in coding puzzles and games. All my projects are located at Github and I actively use it for my work and open source contributions. My free time I spend at competition sites for developers with interesting technical and algorithmic problems.

SKILLS

Web Development
Master

javascript | html | css | react | meteor | svg

Software development
Master

python | mongodb | node.js

Game & Puzzle Design
Middle

unity3d | puzzle | creativity | gamification

WORK EXPERIENCE

Game Developer/Designer at CodeCombat

April 2016 - Invalid date

http://codecombat.com

CodeCombat is a platform for students to learn computer science while playing through a real game.

- Design and development of game levels, components and AI. (Game design, JS, Python, CoffeeScript)
- Creation of code puzzles for algorithmic challenges (Education, Algorithms)
- Communication and support of players

Co-Founder & Developer at Spacer.im

October 2015 - Invalid date

http://spacer.im

We started spacer.im with the following goals in mind: learning more about space; contributing to space innovationsplaying; experimenting and creating cool open source space technologies.

- Fullstack website development (JS, MeteorJS, NodeJS, HTML, Bootstrap, SASS).
- Content about open source projects at Space industry (Copywriting)

Co-Founder, Developer & Game/Puzzle Designer at Checkio Inc

February 2014 - September 2015

http://checkio.org

CheckiO is the game for coders. Improve your code with the help of our community.

- Create user knowledge testing tasks about various algorithms and programming languages (Python, Javascript, Algorithms).
- Develop checking systems for user testing (Python, Testing)
- Create and develop vector animations for interactive learning (Javascript, RaphaelJS, JQuery, SnapJS, Three.js)
- Support and communicate with users on forums.
- Develop game backend (Python, Tornado) - Puzzle и Game design (Checkio, Empire of Code)

Full Stack Developer at Special Communications and Information Service

August 2009 - January 2014

Special software and information services for law-enforcement agencies

- Develop and maintenance of special software systems for processing of various heterogeneous databases (Python, MongoDB)
- Develop web service for database analytic workflow (Python, Django, MongoDB, HTML, Javascript)
- Develop desktop applications for various analytic tasks (Python, WX)

Engineer of telecommunication networks

at Special Communications and Information Service

August 2004 - August 2009

Special software and information services for law-enforcement agencies

- Deployment and maintenance of the telecommunication systems (GSM, network, etc).
- Administration and managing of computer networks with complex structure and heterogeneous servers.

EDUCATION

Engineer Secured Telecommunications Systems

at Institute of Cryptography, Telecommunications and Computer Science

1999 - 2004

Grade: 4.2

LANGUAGES

Russian
Native speaker

English
Professional Proficiency

INTERESTS

Sport

Skills acquired: running | workout

Hobbies

Skills acquired: books | games