Sergey Gavruk

Lead Javascript Developer / Team Leader

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Summary

I am Full-Stack Developer and over the last 7 years I've worked on multiple startups: SpeakUp, SimplePay, Persona.ly.

My current technology stack is Node.js on backend and React/redux (or Vue.js) on frontend. I am also experience in building mobile app using web technologies: React Native & Cordova.

I am always looking for new technologies and new solutions for a known problems. In fact I've first started using NoSQL databases 6 years ago. I've started from MongoDB and then tried many other NoSQL databases to find out what each of them is good for.

I don't believe in golden grail. Everything changes and I enjoy keeping up to date with new technologies.

I've strongly believe in the open source. I participate in some open source projects. Me and a few other Paralect members build open source tool for mongodb management Robomongo. It is widely used around the globe and has between 500 and 3000 download per day. I also built an open source Web Framework for Go as my project while learning this language: crater.

I am very proactive and enjoy impact to the future of the project I am working on. I am always analyze a market and trying to come up with better, or improved ideas. My previous customers liked that about me a lot.

Experience

Brief: Apr 2018 - now, *Lead Developer*

A Customer Messaging App for teams.

Technology stack: Node.js, RethinkDB, Cordova, Vue.js, Framework7, Socket.io

Persona.ly: Sep 2016 - Apr 2018, *Lead Developer & Team Lead*

Persona.ly is a Mobile Monetization & User Acquisition company. Performance and scalability is the highest priority for adtech. Applied Redis for high-performance data reads/writes, kafka for scaling data handling, Go for high-speed and low-memory big data processing.

Technology stack: Node.js, Golang, Koa, MongoDB, Redis, Kafka, Webpack, React/redux, Vue.js, Docker, Nginx, Ansible

Altasigma: Dec 2015 - Aug 2016, *Senior Developer*

Backend design and development, frontend development, deployment automation

Technology stack: Node.js, Koa, Sequelize, PostgreSQL, React/Redux, Webpack, Babel, D3.js, Socket.io, swagger, instanbul, mocha, supertest, Docker, Mesos, Marathon, Chronos, Ansible, RabbitMQ, Redis

SpeakUp: Nov 2014 - Dec 2015, *Senior Developer*

SpeakUp is a SAAS based, employee sourced problem solving and idea generation tool. SpeakUp empowers employees to address problems and inject new ideas into the company. Each employee can post his ideas, problems or solutions to problems. Everyone has ability of anonymous voting. Company manager can review posts and approve, amend or deny them and eventually reward most active employees to drive others solve company problems and post their ideas. SpeakUp also reward most active users via badges for different types of activity. Available at http://getspeakup.com/

Technology stack: Mongodb, Express, AngularJS, NodeJS, Amazon Elastic Beanstalk, Vagrant, Andible, Rabbit MQ, Nginx, CQRS, Socket.io, Git, Pull requests (reviews), redis, mocha, supertest, sinon, rewire, mongoose, mongoskin

Alternative Behavior Educator (ABE): Jun 2010 - Aug 2013, *Senior Developer*

ABE Systems - Web-based solutions and learning management tools for Behavioral Interventions. I was one of four core committers to a project for US Education system. This project is already in production and spreads with high speed all over American schools. Clients give positive response about system and excited to use it in their work. In this project we have used ASP.NET MVC 3 to orchestrate interoperability between frontend and server-side backend. We have implemented CQRS pattern, which allows separating "read" and "write" operations. This works in conjunction with document-based database - MondoDB, which allows to completely get rid of SQL and clumsy ORM layer. This does a lot of simplifications in architecture and, moreover, allows getting high performance with rather cheap hardware

Technology stack: CQRS, Windows 7; IIS (7.5), Sql Server (2008), Mongodb, Microsoft Visual Studio 2010, dependency injection and IoC with unity, continuous integration using team city, javascript, jQuery, git, etc