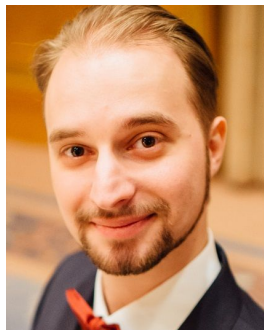


Rubinchik Ilya - CV



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Phone: +7 905 7136748

Languages

Russian (fluent)

English (upper-intermediate)

German (A2)

Education

Moscow Aircraft Institute (2005-2011)

Rocket-science engineer (specialty: nano satellites)

Skills

Languages: **PHP**, **JavaScript**, Ruby, Java

Web development: **CSS**, HTML/XHTML, JQuery, Vue.js, Angular, Bootstrap, Grunt, Scss, Grunt, Compass

DB: **MySQL**, **Solr**, Postgres, HandlerSocket, Sphinx, Oracle, Redis, Memcached

VCS: **Git**, Svn

Frameworks: **Laravel**, ZendFramework

Other: **PHPUnit**, Nginx, Vagrant, Saltstack, Behat, Selenium, Phing, Jira, Scrum, AWS

[learn more](#)

Certificates



PHP 5.3 Zend Certified Engineer

Certification date: Oct 22nd, 2012

Zend Certificate page: [Ilya Rubinchik](#)

Work experience

[Watchmaster.com](#) - E-commerce start-up for luxury watches.

Team lead (Berlin)

June 2016 - now

Senior PHP Developer (Berlin)

February 2016 - June 2016

At Watchmaster my responsibilities started with creating an API layer for Solr and implementing the full solr feature (Loading products from solr, searching, faceting and etc.) For the most time I was the only one responsible for working with solr. My tasks also included development and maintaining payment methods integration such as [FineTrade\(Loviit\)](#), [V12](#), [Affirm](#). After I was promoted to be a team lead of the team that worked on shop application, I also got responsibilities to review, merge and deploy every release that we do for our shop.

PHP(Laravel) + Solr + Postgres + Angular

Senior PHP Developer (Berlin)

[Nu3.de](#) - "Your Nutrition Experts: Nutrients & Supplements at nu3".

August 2014 - February 2016

Interests

Web development
Game development
[Snowboarding](#)
Climbing
Reading
Traveling
Bicycling

My social networks pages

[Vkontakte](#)
[Facebook](#)
[LinkedIn](#)
[Github](#)
[Google+](#)

Personal Projects

GuessSeries

February 2015.

One more simple JS game made in 2 weeks. This time it is a quiz game about series. In total game was played by 15k players.

Game: <http://ilfate.net/GuessSeries>

Math Effect

October 2014 - November 2014.

A simple JS game I made in 2 weeks. Math Effect is a turn-based strategic game. In total game was played by 43k players.

Game: <http://ilfate.net/MathEffect>

Ilfate framework

October 2012 - January 2013.

My PHP micro-framework. ilfate.net was created with using this framework (migrated to laravel after couple years). The framework was mostly done for fun and to improve skills.

Github project: http://github.com/ilfate/ilfate_php_engine

Robot Rock

November 2010 - June 2011.

My first PHP + Canvas game. Main purpose of creating

In a scrum team I worked on further development and maintenance of PHP based e-commerce project. Optimization and standardization of system's architecture. Building separate financial application for Navision integration. Improving mailing.

PHP + Mysql + Nginx + Solr

Backend PHP Developer (Berlin)

[Home24.de](#) - "Germany's biggest online furniture store"

April 2013 - August 2014

I was working in team of 10 backend developers to support and improve successful online store. I was responsible for different parts of the project like: reclamation process, Erp tasks processor, feeds, delta solr indexing and ect. My duties also included bug fixes all over the project, improving performance, improving safety and refactoring old code.

PHP + Mysql + Apache + Solr

PHP Developer (Moscow)

[Professional.ru](#) - a huge Russian social network for people in professional occupations (like LinkedIn)

August 2012 - February 2013.

I was developing high load backend application in team of 16 developers. I was responsible for network's API, some of the network's apps, creating and supporting different sections of network features, and unitTesting and refactoring parts of project's core. Here I had my first experience working with Scrum.

PHP + Mysql + Nginx

Leading Developer (Moscow)

[Destiny Devopment](#) - A GameDev company that specializes in Browser games

September 2011 - August 2012.

I was a leading developer in a small team on

this game was to learn HTML5-Canvas and increase my PHP skills

You can find animation demo and information at the link below <http://ilfate.net/RobotRock>

a browser game project. I created whole project structure and developed most important parts of game logic. I was using MySql + HandlerSocket to improve query speed. I also took a great part in discussing and inventing game design.

PHP + Mysql + Nginx

Leading Specialist (PHP) (Moscow)

[PROGNOZ](#) - A huge company that fills orders for government and banking

August 2010 - September 2011.

I was creating and supporting ERP-like systems ordered by Ministry of Health. Those are analytic systems with a lot of complicated real-time analytics and statistics. And also some of them was OLAP-based.

PHP + Oracle + IIS

PHP Developer (Moscow)

M7 Software - A little company that creating internet-shops and personal websites for clients

January 2009 - May 2010.(part time job)

I was creating sites based on company's inner framework. This was a part time job where I learned PHP and everything about web development.

PHP + MySql + Apache