Rubinchik Ilya - CV

http://ilfate.net
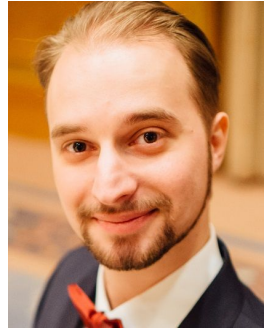ilfate@gmail.com
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Languages

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, Compas
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-commece start-up for
luxury watches.

Team lead (Berlin)
June 2016 - now
After I was promoted to be a team lead of the
main shop application team, I also got
responsibilities to check, review, merge and
deploy every release that we do for our shop.
As well as distribute tasks in my team, plan
future releases, interview new developers
and keep the team spirit!

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 maintaning
payment methods integration such as
FineTrade(Loviit), V12, Affirm. I also was in
charge of website speed optimization and
achieved 4 times speed improvement.
PHP(Laravel) + Solr + Postgres + Angular

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 moustly done for fun and to improve skills.
Github project: http://github.com/ilfate/ilfate_php_engine

Robot Rock
Novemder 2010 - June 2011.
My first PHP + Canvas game. Main purpose of creating

Nu3.de - "Your Nutrition Experts: Nutrients & Supplements at nu3".

Senior PHP Developer (Berlin)
August 2014 - February 2016

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

Home24.de - "Germany's biggest online furniture store"

Backend PHP Developer (Berlin)
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

Professionali.ru - a huge Russian social network for people in professional occupations (like LinkedIn)

PHP Developer (Moscow)
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

Destiny Devopment - A GameDev company that specializes in Browser games

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

Leading Developer (Moscow)
September 2011 - August 2012.
I was a leading developer in a small team on 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

PROGNOZ - A huge company that fills orders for government and banking
Leading Specialist (PHP) (Moscow)
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

M7 Software - A little company that creating internet-shops and personal websites for clients
PHP Developer (Moscow)
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