Rubinchik Ilya - CV



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What I do

Architect, Develop and Maintain backend applications in form of Monolith app as well as Microservices with REST APIs.

Using SOLID, KISS, DRY

Optimizing code for best performance and speed for PHP and JS. Optimizing website for best performance with Mysql, Postgres, Redis, Solr.

Working with front end apps with JS, Jquery, AngularJS, React-Redux.

Playing role of an a Scrum Master to help team work with Scrum and improve overall team performance.

Analyzing, planing, estimating and distributing tasks in a Kanban teams.

Teaching and helping new developers to a adapt in the

Working closely with PMs to help them create tasks based on needed features for business.

Doing code reviews and pair programming with other developers.

Maintainging my impeccable sense of humor.

Languages

Russian (Mother tongue) English (fluent) German (basic)

Education

Moscow Aircraft Institute (2005-2011)

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

Rocket-science engineer (specialty: nano satellites)

Skills

Languages: PHP, JavaScript

<u>Web development</u>: CSS, HTML/XHTML, Jquery, React.js, Vue.js, Angular 1.x, Bootstrap, npm, Grunt, Scss, qulp, Redux

<u>DB</u>: **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: <u>Ilya Rubinchik</u>

Interests

Web development
Game development
Snowboarding
Climbing
Reading
Traveling

Bicycling

My social networks pages

Vkontakte
Facebook
LinkedIn
Github
Google+

Personal Projects

GuessSeries

February 2015.

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

<u>Home24.de</u> - "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

<u>Professionali.ru</u> - 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

<u>Destiny Devopment</u> - A GameDev company that specializes in Browser games

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 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 MySqI + HandlerSocket to improve query speed. I also took a great part in discussing and inventing game design.

PHP + Mysql + Nginx

<u>PROGNOZ</u> - 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 + MySqI + Apache