

# Rubinchik Ilya - CV



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## Languages

Russian (fluent)

English (upper-intermediate)

## Education

Moscow Aircraft Institute (2005-2011)

Rocket-science engineer (specialty: nano satellites)

## Skills

Languages: PHP, JavaScript, Ruby, Java

Web development: CSS, HTML/XHTML, JQuery, Bootstrap

DB: MySql, Solr, HandlerSocket, Sphinx, Oracle, Redis

VCS: Git, Svn

Frameworks: Laravel, ZendFramework

Other: PHPUnit, Nginx, Memcached, Behat, Selenium, Phing, Jira, Redmine, Scrum

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## Certificates



### PHP 5.3 Zend Certified Engineer

Certification date: Oct 22nd, 2012

Zend Certificate page: [Ilya Rubinchik](#)

## Work experience

### Backend PHP Developer (Berlin)

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

#### **April 2013 - present.**

I'm working in team of 10 developers to support and improve successful online store. I'm responsible for different parts of the project like: reclamation process, Erp tasks processor, feeds, delta solr indexing and ect. My duties also include 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.

## Interests

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

## My social networks pages

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

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 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

## Personal Projects

### 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>

### **Ilfate framework**

October 2012 - January 2013.

My PHP micro-framework. ilfate.net is created with using this framework

Github project:

[http://github.com/ilfate/ilfate\\_php\\_engine](http://github.com/ilfate/ilfate_php_engine)