Software Developer userdima@gmail.com | Skype: zubr.kabbi

LINKS

github:// kabbi linkedin:// kabbi

EDUCATION

BELARUSIAN STATE UNIVERSITY

FACULTY OF APPLIED MATHEMATICS
AND COMPUTER SCIENCE
June'16 | Minsk, Belarus

SKILLS

LANGUAGES

Commercial projects:
Java • JavaScript • TypeScript
Hobby / OSS projects:
Kotlin • CoffeeScript
C • C++ • Assembly
Educational projects:
Clojure • Python • Rust
LUA • Go • Elm

FRAMEWORKS

Angular 1.x • React • Redux React-Native • Spring MVC

DATA STORAGE

Mongo • PostgreSQL • Hadoop

DEV OPS

Heroku • Amazon AWS • DigitalOcean SSH • Ansible • Docker Consul • Etcd • Nomad

EXPERIENCE HIGHLIGHTS

CAPTIV8 | JS SOFTWARE DEVELOPER

Nov 2015 - present time | Minsk, Belarus

- Using the latest JS stack to create rich social analytics web app from scratch
- Iterating fast and making responsible decisions in a fast-paced startup environment with a small team
- Adopting new best practices and evolving the product over a long period of time

EXADEL | JS SOFTWARE DEVELOPER

Aug 2015 - Oct 2015 | Minsk, Belarus

- Using JS, angular and custom tooling to create rich and reusable web components, used internally by several distributed product teams
- Generalizing and resolving conflicts in requests from different consumers

EXADEL | Android Software Developer

Jun 2014 - May 2015 | Minsk, Belarus

- Worked on multi-component entertainment system for TVs, tablets and handhelds
- Improved QA and dev team performance by developing several internal tools to manage device swarms
- Helped to investigate complex low-level Android system problems related to custom firmware, communicated with factory representatives to fix them

NONPROFIT PROJECTS

SWIG (GOOGLE SOC 2012) | SOFTWARE ENGINEER

Jun 2012 - Aug 2012 | Minsk, Belarus

Was working on implementing Doxygen documentation parsing code, as part of SWIG wrapper generator. The main goal of the project was to make automatic Doxygen comments translator from C/C++ code to JavaDoc / PyDoc comments.

- Finishing my part allowed the SWIG tool to be used by larger projects with strict documentation requirements, and made onboarding process simpler for new users
- Found out that parsing C++ with context-free grammars is pretty tricky

PLAN9 LAB (GOOGLE SOC 2013) | SOFTWARE ENGINEER

Jun 2013 – Aug 2013 | Minsk, Belarus

Enhancing, developing and maintaining old (year 1999) Java application converter to Dis - Inferno OS system programing language bytecode. The resulting project was able to run compiled Java apps on Inferno OS.

- Obtained unique low-level developing, debugging and communication skills
- Allowed a wider os adoption by bringing in well-known popular language
- Learned enough java internals to help colleagues at work for at least 2 years

HOBBY PROJECTS

wonderland - early project on distributed systems (DHT, InfernoOS, Plan9)zanzarah-tools - web-based editor for Zanzarah game

 $\label{eq:thmux} \textbf{Termux}\, \textbf{VR}\, - \text{experimental adaptation of Android terminal emulator (Termux) to use with Cardboard$

oled-node-webkit-emulator - node-webkit emulator of Intel Edison Oled board