

# Evgenii Kazmiruk

Krasnoyarsk, Russia

Borisova, 30 – 16  
Krasnoyarsk, Russia 660074  
Phone: +7-913-513-94-85  
[kazmiruk.evgeniy@gmail.com](mailto:kazmiruk.evgeniy@gmail.com)

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## TECHNICAL SKILLS

<b>Platforms:</b>	Linux (Ubuntu, Debian), MacOS, Windows
<b>Languages:</b>	Python 2/3, JavaScript, Go
<b>Frameworks:</b>	Flask, Django, ReactJS
<b>DBMS:</b>	PostgreSQL, MongoDB, Redis, MySQL
<b>Technologies/tools:</b>	Git, NodeJS
<b>Other:</b>	building effective processes of programs development; organization, mentoring and managing development teams; building an agile and a fault-tolerant architecture for program systems; technical expertise of systems with any complexity

## PROFESSIONAL EXPERIENCE

### **Big Museum, NPO, Saint Petersburg, Russia**

**Apr 2017 - Present**

*Chief technical officer*

Big Museum (<https://bm.digital>) is a joint project of Yandex and Polytechnic Museum. The main objective of the project is the development and popularization of a museum business, as well as providing a convenient interaction platform between museum workers and visitors. Within a framework of my job position, I tackled the tasks of resource management (recruitment of the development team, budgeting, control, and mentoring for programmers and testers, etc.), choice of technologies, development and approval of the application architecture, interaction with technical experts from Yandex, the Department of Culture and different museums, introduction of methodologies and approaches for an effective development, and monitoring and review of assigned tasks.

In a short time, the code and architecture of the prototype were redesigned and this measures allowed us to significantly increase the effectiveness and quality of the product. Also, a mobile application for the Moscow Biennial for Android and iOS platforms was developed for two months (the development was based on React Native framework), a unique content editor for museum workers was created, and integration was carried out for several museum databases. An internal platform for generating museum mobile applications (also based on React Native) and a content management system for them have been developed.

The platform was successfully launched in March of 2018 and received many positive reviews. Nowadays, the project is being developed actively.

Also, our team has solved such tasks as an automatic analysis and linking of materials, building of a fault-tolerant architecture, an indoor navigation system, a photo navigation system, generation of audio guides based on text articles, search, and an image recognition.

**Development Environment:** Linux (Ubuntu), Python 3.5, wsgi, uwsgi + nginx, WebDAV, Flask, Celery, PostgreSQL 9.x, Redis, Docker, Openstack, Jenkins, javascript, NodeJs, ReactJS, React Native, HTML5, CSS3, git

### **Big Museum, NPO, Saint Petersburg, Russia**

**Jun 2016 - Apr 2017**

*Development Team Leader (Remote)*

Within three months my team and I developed a prototype of a museum platform which was successfully presented to investors and received very positive reviews. After that, we began the process of writing and agreeing of technical specifications. Also, we implemented and improved different developmental processes: writing tests and using a code continuous delivery methodology, using Scrum for tasks and sprints controlling, writing an API with a detailed documentation in a Swagger format, building an agile and scalable microservices architecture.

**Development Environment:** Linux (Ubuntu), Python 3.5, wsgi, uwsgi + nginx, WebDAV, Flask, Celery, PostgreSQL 9.x, Redis, Docker, Openstack, Jenkins, javascript, NodeJs, ReactJS, HTML5, CSS3, git

**TopSoft, LLC, Moscow, Russia**  
*Development Team Leader (Remote)*

**Nov 2013 – Jun 2016**

The company had several different projects that were built at different times with different approaches and technologies. The differences between them and difficulties with support forced the company to start developing a common platform for such projects. I was involved in an architecture design and the development of a social-like platform for the company projects. For the first several months, my task involved choosing technologies and creating a prototype. After that I developed a production-ready platform on a stack of technologies such as Python + Django, PostgreSQL, Redis, Gearman for asynchronous tasks and AngularJs for a frontend. Also, I developed a migration tool for mapping an old data structure into new tables. All the projects of the company have been successfully transferred into the new platform (<https://temaretik.com>) and currently work effectively without any problems.

**Development Environment:** Linux (Ubuntu), Python 2.7, wsgi, uwsgi + nginx, WebDAV, Django 1.6, gevent, PostgreSQL 9.x, Redis, Gearman, javascript, socket.io, AngularJs, jquery, HTML5, CSS3, LESS, git

**Sithi, LLC, Krasnoyarsk, Russia**  
*Senior Python Developer*

**Nov 2011 – Jun 2014**

The company specialized in social networks for children in different countries (Russia, GB, Spain, Czech Republic, Estonia, Vietnam). My task was building an agile and fault-tolerant architecture. I used Python and Flask for a web application with REST API to communicate with a client on Flash (ActionScript) and with mobile applications. I developed a HTML version of the site (<http://murclub.ru>) and also performed an optimization of queries to MySQL database, caching and refactoring of a legacy code. I built a socket.io server on base of Redis, websockets and Gevent library for mobile applications.

**Development Environment:** Linux (Ubuntu), Unix (FreeBSD), Python 2.7, uwsgi + nginx, Flask, MySQL 5.x, Memcache, Redis, javascript, gevent, socket.io, jquery, HTML5, CSS3, svn, actionscript

**Factor, LLC, Krasnoyarsk, Russia**  
*Deputy chief of software development department (adviser)*

**May 2011 – Nov 2011**

Before the moment I was hired, the company launched an online shop mediator of Taobao (<https://nazva.com>). The system was based on Joomla CMS and faced with high loads. I introduced different caching methods to the system as a first measure to withstand the high load. After that I was involved in a development process of a new version of the online shop on Python and Django with an optimization of data structures and flows. Also, I built a third party library for an auto caching of django objects. The result of this work was a system which has been used in the company until now and withstands current loads without any problem and also has quite a big safety margin for future growth.

**Development Environment:** Linux (Ubuntu, Debian), PHP 5.x, Python 2.7, uwsgi + nginx, php-fpm + nginx, Django 1.4, MongoDB 2.x, Redis, Joomla, MySQL 5.x, javascript, HTML, CSS, jquery, svn

**TelecomConsulting, LLC, Krasnoyarsk, Russia**  
*Software Developer*

**Feb 2010 – May 2011**

My task was developing different projects for the company and building infrastructure tools for a main company system. I developed two online-shops and a content service for internet providers. After that I was involved into developing a main company project – an aggregation system for tenders (<http://multitender.ru>) based on Yii framework. My task was in developing a system for parsing tenders information from different sites, structurize it and store in MySQL in a suitable structure. The parsers were written with Python. Also, I developed a CRM system for internal usage based on php, Zend Framework, and MySQL. For the CRM system, I built parsers to collect information about clients from internal documents.

**Development Environment:** Linux (Ubuntu), Unix (FreeBSD), PHP 5.x, Python 2.6, php-fpm + nginx, apache2, Memcache, MySQL 5.x, ZendFramework, Yii, javascript, HTML, CSS, jquery, svn

## **EDUCATION**

**2013 - MS, Computer Science, GPA: 5.0**

Siberian State Aerospace University, Krasnoyarsk, Russia

Specialization: Intellectual data analysis

Graduated with honors