**Web Development Resume**

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**Technologies:** MEAN, WAMP, .NET, Solr, Leucine, Spark, MongoDB, SQL, MySQL, Cassandra, D3.js, Stockcharts.js, Passport.js, Backbone.js (?), Three.js, WebGL, Express, Apache, Rails, IIS, Node.js, Django, Flask

**Languages:** Python, JavaScript, Java, C#, C++, C, Ruby, jQuery API, Scala

* Created web applications with ***account creation*** *functionality*, ***session management****,* ***authentication layer*** and ***secure password storage***
  + MEAN + Passport.js (link)
  + Ruby on Rails (link)
  + WAMP (link)
  + .NET (link)
* Ran ***search server instances*** in order to create ***custom search engine*** for a web application
  + Solr + leucine (link to snippets)
* Ran ***map-reduce*** on large data sets
  + Hadoop (link to snippets)
  + Spark (link to snippets)
* Created applications with ***intuitive UX*** and aesthetically ***appealing UI***
  + Online music video radio (Shmetterling)
  + Online stock-twits visualization tool (Cashtag-CU)
  + Calorie tracking devices that order you food (feedMeWell)
  + Contractor’s personal website (HairByIrina)
  + Personal website (kino6052.github.io)
  + Workout tracker application (Street Workout)
  + Music Visualization (kino6052.github.io/picturesofyou)
* Managed databases
  + MongoDB (link to snippets/scripts)
  + SQL (link to snippets/scripts)
  + MySQL (link to snippets/scripts)
  + Cassandra (link to snippets/scripts)
* Performed data visualization
  + D3.js
  + Stockcharts.js
* Instantiated and customized variety of web-servers
  + Express (link to snippets)
  + Apache (link to snippets)
  + Rails (link to snippets)
  + Django
  + Flask
  + IIS

**Computer Graphics Resume**

* Wrote ***custom parallelized shaders*** for games and game engines
  + Minecraft
    - Shader 1
    - Shader 2
  + Skyrim
    - Shader 1
    - Shader 2
  + Unity
    - Shader 1
    - Shader 2
* Created web applications with ***WebGL***
  + Music visualization application (Pictures of You)
  + Personal Website (kino6052.github.io)
  + Stock-twits Visualization Tool (Cashtag-CU)
* Developed ***video games*** with custom shaders
  + Graphic Programming
  + Hellas: Realm of Liberius
* Utilized variety of graphics libraries
  + OpenGL
  + DirectX
* Designed thread-safe efficient code for the graphics card pipeline
  + Example 1
  + Example 2
* Wrote custom drivers for the graphics card to optimize performance
  + Disabled this
  + Enabled that