KYRYLO SILIN

Kharkiv, Ukraine silin@kyrylo.org +380 63 254-60-65 +380 98 909-30-34

JOB OBJECTIVE

Not searching for a job at the moment. Thanks for taking the interest!

EDUCATION

Kharkiv National University of Radioelectronics, Kharkiv, Ukraine

Master of Science, Computer Science

January 2015

Major in Information Control Systems and Technology

Kharkiv National University of Radioelectronics, Kharkiv, Ukraine

Bachelor of Science, Computer Science

August 2012

Major in Information Control Systems and Technology

EXPERIENCE

Software Engineer Airbrake July-... 2015

Remote

Still working there...

Software Engineer (intern) Bugsnag July-September 2014

San Francisco, United States

Helped maintaining and improving Bugsnag's notifier libraries. Provided customer support for Bugsnag's customers that were using the notifiers. Expanded the number of example applications for various programming languages that demonstrate customers how to integrate the product. Improved the quality of JavaScript errors monitoring. Built an internal framework for integration testing of the Bugsnag notifiers.

Software Engineer AppDragon Summer-Autumn 2013

Kharkiv, Ukraine

Worked on improving quality and fixing bugs of OnAir Player (the front-end part written in JavaScript), a distributed music player. Was outstaffed to a San Francisco based company called Iskra Dev and worked for them remotely, where developed a demo application for iPad (front-end, JS) and scaffolded the Salesforce infrastructure for it (back-end, Apex).

Software Engineer (Freelance) Various clients

Summer 2010 - Autumn 2013

Remote

Worked for various clients such as DJ TechTools, Primate Inc., Riviera, Aerobel and Smart Gadget. Duties included Rails programming, web design, administration and others.

Web Developer Kredmash Dealer Summer 2010

Kharkiv, Ukraine

Designed and programmed the website for a dealer of the Ukrainian factory called Kredmash.

Web Developer Chic et Nature Spring 2010

Kharkiv, Ukraine

Designed and programmed the website of the Ukrainian department of the French comsetics company.

PUBLICATIONS

"Как я стажировался в стартапе в Сан-Франциско и уехал домой (How I interned at a startup in San Francisco and flew home)" http://megamozg.ru/post/10320/, September 2014.

"Optimisation of business processes of an Internet Service Provider with help of the ARIS methodology", Radioelectronics and youth in XXI century, Kharkiv, Ukraine, April 2014.

"So what is 'binding.pry' exactly?" http://kyrylo.org/posts/so-what-is-binding-pry-exactly, May 2013

PERSONAL PROJECTS

kyrylo.org

Personal website, written in Ruby on Rails.

Pry Theme

A plugin for the Pry REPL for the Ruby programming language, which allows to customise Pry colors via prytheme.rb files.

rmarshal

An Erlang library for descrialising Ruby objects dumped by Marshal.dump into Erlang terms.

fast method source

A Ruby C extension for querying methods, procs and lambdas for their source code and comments. Extremely fast.

 $system_navigation$

A library for the Ruby programming language that provides navigation and introspection capabilities for Ruby programs.

system browser client

A desktop app for browsing Ruby code. Just click to get details about a module or class and explore its namespace or see the source of a method.

OPEN SOURCE CONTRIBUTIONS

Pry commits

I am a core team member of the Pry REPL project for the Ruby programming language and some of its auxiliary projects like Pry Doc, Interception and others. I've also contributed to the website, the wiki, the IRC channel and in any other possible way. I've been spreading the Pry stickers at Ruby conferences and meetups.

COMPUTER SKILLS

Proficient programming skills in Ruby and JavaScript. Good knowledge of GNU/Linux and Shell. Experience with Erlang, C, Smalltalk, Python, Go, Perl, PHP, Java, Apex, Haskell, SQL and ELisp. Knowledge of JavaScript frameworks such as Backbone, Marionette and Angular, including Node.js.

HOBBIES

Learning in general, football, computer games, web design, typography, open source, bicycles.