

Jonns Mostovoy

 <http://memorici.de>



Most used development tools

Languages C++, Erlang, Python, JS, Java, Sh
Op. systems Arch Linux, FreeBSD
Documentation Edoc, Org-mode, Twiki, L^AT_EX
Build systems CMake, GNU Make, Rebar, Ant
RCS Git, Mercurial, SVN
IDE VIM, Eclipse
WM Awesome

Languages

Russian **Mother Tongue**
English **Fluent**
Latvian **Intermediate**

Work experience

- 2011–2012 **Software Engineer**, *VeryPositive*, Riga.
Java and Android programming.
- 2011–2012 **Software Engineer**, *VeryPositive*, Riga.
Erlang programming.
- 2009–2011 **Software Engineer**, *DSW*, Riga.
Banking systems.
 - Built in C#.NET with extensive use of T-SQL
 - High load system operating on big data
 - Interconnection with legacy systems
 - Design and implementation of complex algorithms in stored procedures
- 2008–2009 **Software Engineer**, *VeryPositive Software*, Riga.
KS Storage Management system.
 - ERP/Accounting solution
 - Component-based architecture
- 2007–2008 **Software Engineer**, *VeryPositive Software*, Riga.
Professional.ru.
 - Built in PHP/MySQL
 - High load system architecture and optimization
 - Statistical data algorithms
 - Sphinx indexing

Recent individual projects (2012)

- Otpduler- Task scheduler for managing tasks of high computing complexity on clusters of CUDA
Enterprise GPUs. Built in Erlang/OTP, is fault-tolerant and network topology independent. Supports virtual clusters.
- Awesome- Open source cloud notification engine built in Erlang/OTP. Zero-configuration, extendible
News in any programming language, network topology independent solution that fits UNIX pipelining.

Recent competitions (2012)

- ICFPC Team TBD, top 5 (after two rounds of competition).
- Spawnfest Team HINT, place yet unknown.

Education

- 2008 **Secondary School of Riga #22, Riga.**

Interests

- Programming <http://github.com/manpages>
- Math and CS Founder of "M/CS Student Club of Riga"
- Music Progressive rock, Art rock
- Sports Hockey (NHL), StarCraft II (GSL, IPL)

Personal information

- Age 22
- Marital single
status