## Jonns Mostovoys

http://memorici.de



Most used development tools

Languages C++, Erlang, Python, JS, Java, Sh

Op. systems Arch Linux, FreeBSD

Documentation Edoc, Org-mode, Twiki, LATEX

Build systems CMake, GNU Make, rebar

RCS Git, Mercurial, SVN

IDE VIM, Eclipse

WM Awesome

Languages

Russian Mother Tongue

English Fluent

Latvian Intermediate

Work experience

2007–2008 **Software Engineer**, VeryPositive Software, Riga.

Professionali.ru.

- o Built in PHP/MySQL
- High load system architecture and optimization
- Statistical data algorithms
- Sphinx indexing

2008–2009 **Software Engineer**, VeryPositive Software, Riga.

KS Storage Management system.

- ERP/Accounting solution
- Component-based architecture

2009–2011 Software Engineer, DSW, Riga.

Banking systems.

- o Built in C#.NET with extensive use of T-SQL
- $\circ\,$  High load system operating on big data
- o Interconnection with legacy systems
- Design and implementation of complex algorithms in stored procedures

2011–2012 **Software Engineer**, *VeryPositive*, Riga.

Android programming.

2011–2012 Software Engineer, VeryPositive, Riga.

Erlang programming.

Recent individual projects (2012)

Otpduler- Task scheduler for managing tasks of high computing complexity on clusters of CUDA

 ${\sf Enterprise} \quad {\sf GPUs.} \ \, {\sf Built in Erlang/OTP}, \, {\sf is fault-tolerant and network topology independent}. \, \, {\sf Supports}$ 

virtual clusters.

Awesome- Open source cloud notification engine built in Erlang/OTP. Zero-configuration, extendible

News in any programming language, network topology independent and fits UNIX pipelining.

Recent competitions (2012)

Spawnfest Team HINT, place yet unknown.

ICFPC Team TBD, top 5 (after two rounds of competition).

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