Marat Subkhankulov

Senior Software Engineer at Nimble Storage

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Summary

Learning the craft of software development. Talk to me about C++, REST APIs and games.

Experience

Senior Software Engineer at Nimble Storage

April 2015 - Present

Responsible for JSON-based REST API framework for internal consumption. Acquiring skills in C++, Python, Perl and Linux tool chain. Authored API definition language based on XML. Designed and implemented trie-based URL router, type system and JSON validator. Used Postgres for efficient sorting, filtering, pagination and JSON marshalling. The REST API has had positive impact on strategic partners, testability, auto-support.

Software Engineer at Nimble Storage

September 2014 - April 2015 (7 months)

Scaled REST API library I had previously developed to ~450 API endpoints. Supported users of the library in their implementation on the APIs.

Software Engineering Intern at Nimble Storage, Silicon Valley Internship Programme

August 2013 - September 2014 (1 year 1 month)

Year-long internship aimed at exposing me to the day-to-day running of Silicon Valley tech companies, company formation and entrepreneurial spirit.

As part of the team at Nimble I develop the system management web GUI which enables admins to utilize the awesome power that is the Nimble Storage array. The GUI is built using GWT/Jetty, and interfaces with the array software using a SOAP API. JUnit and Selenium frameworks are used for the test suite.

My daily tasks have involved breaking down feature requirements, scoping, design and implementation, bug-fixes.

Examination Marker at The University of Edinburgh

January 2013 - January 2013 (less than a year)

Marked 1st year Computation and Logic examination papers.

Haskell Tutor at The University of Edinburgh

September 2012 - December 2012 (3 months)

Tutored a group of 12 students on Haskell programming. Explained course material and facilitated group learning.

Masters Level Java Programming Demonstrator at The University of Edinburgh
September 2012 - December 2012 (3 months)
Served as first-point of contact to masters students in lab sessions. Helped with practical understanding of Java. Marked assignments.

Ideas Lab participant at Scottish Institute for Enterprise
October 2012 - October 2012 (less than a year)
In a team of five generated ideas for an e-commerce web service. Carried out market research by interviewing highstreet bystanders. Designed and delivered the final presentation.

Technology Summer Analyst at Morgan Stanley
June 2012 - August 2012 (2 months)
Undertook a 10 week project based internship in Post Trade Technology division. Developed RESTful, thin client application for regression testing of a large trade processing system via replaying trades.

I analysed the code base available to me and heavily adapted an existing unfinished project to use as a platform. I worked closely with my team by presenting my tool early to the QA and DEV teams, who I identified as the target users. Following several iterations the program was integrated with an existing system the REST interface which I developed. Project went live and is now used by target users.

Platforms: Ext JS, Java, Spring, JAXB, DB2, REST, SOAP.
Tools: JIRA, Perforce, JUnit.

The most enjoyable part of the internship was working closely with my manager, learning the development process and making new connections.

Game Programmer
January 2012 - March 2012 (2 months)
In a team of two programmers and a artist, developed a 2D isometric view turn-based game, coherent with the environmental theme of Imagine Cup. Used C# and XNA to create a light GUI framework for the game,

Competitor: Business analyst
October 2011 - October 2011 (less than a year)
Worked on a traffic reporting Android app in team of five. Took 2nd place out of 20 teams in regional competition. Developed business model.

Entrepreneurial Bootcamp Participant at Scottish Institute for Enterprise
July 2011 - July 2011 (less than a year)

Developed a web-based landscaping designer business idea. Gained experience in pitching, creating a business plan, modelling the customer base.

Summer Intern
June 2010 - September 2010 (3 months)

Working on www.wildpockets.com – a Cloud based 3D Game creation tool. Self–proposed internship idea to develop tutorials for the company. Became competent in Lua scripting and the Wildpockets framework. Took responsibility for making subsystems tutorials. Developed five large tutorials which were published online at the end of the project.

Game Programmer
January 2010 - February 2010 (1 month)

In team of two programmers, a writer and an artist, created a web-based 2D platformer set in a post-apocalyptic world with a strong environmental message. C# and Silverlight.

Education

The University of Edinburgh
Master of Informatics, with Honours Informatics, 2008 - 2013
Activities and Societies: Game development society, Computer Science society, Tai Chi society

Honors and Awards

Angelhack Silicon Valley 2016, 1st placeGame development, Tai Chi, Rollerblading, Bass, Guitar, Singing

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Linked in

Contact Marat on LinkedIn