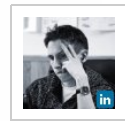# Gleb  Polushkin

https://github.com/proll/

*Youth and energy - i'm shifting to the mobile frontend*

**Skills**

- jQuery
- CSS
- jQuery Mobile
- Web Standards
- LAMP
- HTML 5
- Backbone.js
- Node.js
- d3.js

- XML
- Git
- Flash
- Advanced CSS
- Facebook API
- AJAX
- LESS
- AGAL
- SVG

- JavaScript
- MySQL
- XHTML
- Architectures
- OOP
- PHP
- Stylus
- ActionScript

**Experience**

### WeHeartPics
02 / 2013 - Present
*Front-end developer*

Here I'm a Front-end developer of http://weheartpics.com and other company projects. I have got expertise developing responsive mobile-ready web applications. A massive list of technologies which I'm facing again here is html5 APIs (especially canvas API), css3(prefix-free on less), shaders on AGAL and Open GL ES 2.0, d3.js and svg format. Unless browser graphic processing tasks, a search engine optimisation for a dynamic site was an interesting issue. So I've wrote a proxy node.js+phantomjs app hosted on DigitalOcean to make possible that Google bot can crawl the project site.

### Freelance
10 / 2002 - Present
*Freelance Developer*

I'am always trying to do something useful and profitable

### BigBuzzy.ru
11 / 2011 - 01 / 2013
*Front-end Mobile Developer*

Front-end development for the Groupon like service with russian market features at the craziest team I ever had. Got a huge experience about mobile first and progress enhancement principles. There was experience in html pixel perfect markup, javascript, css3 and FTL (template language)

http://bigbuzzy.ru/m/ - mobile version http://bigbuzzy.ru - desktop version

### JV Media
02 / 2011 - 11 / 2011

I continued work on http://boodoo.ru project with the team but we changed owner. Now this project is closed.

## SM & Partners
12 / 2008 - 01 / 2011
*IT architect / Senior Flash Developer / R&D*

I used to be a manager there in a 6 people team. I've got leader's perks and became much more social person. As the manager I was responsible for decomposing, distributing and controlling tech tasks to the team. Also I gave an expertise to the wide range of technology stack.

The main project of the company was boodoo.ru RPG kids game with a special internet browser under parental control. So we built three products Firefox based Internet Browser, Parental Control Service (for Windows, MacOs) and Boodoo RPG Game itself. I've got experience in massive multiserver game with zones, Smartfox server-side extensions, XUL extensions for FireFox and of course a lot of front-end experience in ActionScript3, html, css, and vanilla javascript.

An interesting issue that I took a part as an architect was about server side Blender3d pre-rendering for a game character fabric. After pre-rendering we got an animation of the z-height stuff and an animation of the stuff itself. So to compose complete animation (100 png frame sequence packed to swf) our soft needed only 100ms.

Another huge project which I was involved was http://f5.ru — a blog platform. I've built first two versions of video coder "Any video to flv" for that platform.

That was very interesting time with a lot of different technology tasks.

## Media today
03 / 2008 - 12 / 2008
*Senior Web Developer*

Development of http://filmtoday.ru. This project was build with php on Bitrix CMS. I developed both front-end and back-end parts. There was an interesting task about a php bot. That bot requested schedule and reservations info from every connected cinema. Front-end part was developed with html4, css and flash with papervision3d for a eticket reservation module.

## BellIntegrator
10 / 2005 - 03 / 2008
*Flash developer*

I developed graphic chart modules (trees, pies etc.) for billing systems. I got a huge amount of expirience in Actionscript 2 language and enterprise development. There were many interesting tasks about aggregating and displaying big data

| Education | **Vyatka State Technical University** | 2000 - 2005 |
|---|---|---|
| | *Bachelor's degree , Computer Science* | |

| Interests | entrepreneurship, gfx, new technologies |
|---|---|

| Certifications | **Startup Engineering** | 09 / 2013 |
|---|---|---|
| | *Coursera* | |
| | **MCTS Microsoft SQL Server** | 2007 |

| Languages | • Russian | • English |
|---|---|---|

| Publications | **2.5D games and feature of multiplayer game development** | 10 / 2010 |
|---|---|---|

*Highload++ Conference · Authors: Gleb Polushkin ·*
*http://www.slideshare.net/GlebPolushkin/ss-5596094*

It is my report for Highload++ Conference 2010. An overview of servers and client technologies plus frameworks for multiplayer browser games. Here I present SmartFox Server as the best solution for that time.

**Mobile Front-end development blog**

*http://blog.prolll.com/ · Authors: Gleb Polushkin · http://blog.prolll.com/*

My blog in Russian is about Mobile Front-end development. Quite often I need to write down and share an unknown mobile browser feature so this blog is design for this.