Gleb Polushkin

https://github.com/proll/

http://prolll.com

SUMMARY Youth and energy - I'm shifting to the mobile frontend

SKILLS

- jQuery
- JavaScript
- Git
- jQuery Mobile
- XHTML
- Advanced CSS
- LAMP
- OOP
- AJAX
- Backbone.js
- Stylus
- AGAL
- d3.js
- Front-end
- HTML
- CMS
- XML
- CSS
- MySQL
- Flash
- Web Standards
- Architectures
- Facebook API
- HTML 5
- PHP
- LESS
- Node.js
- ActionScript
- SVG
- Web Applications
- JSON
- MVC

EXPERIENCE

WeHeartPics   02 / 2013 - 04 / 2014
Front-end developer

I used to be 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 there was 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 optimization 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 Search bot can crawl the project site.

BigBuzzy.ru   11 / 2011 - 01 / 2013
Senior Front-end 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
Technical Lead

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

SM & Partners   12 / 2008 - 01 / 2011

IT architect / Senior Flash Developer / R&D

I used to be a lead developer 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 for the team. Also I've got expertise of the wide range of technology stack.

The main project of the company was boodoo.ru — a RPG game for kid 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

I used to be a full-stack engineer there. Developed http://filmtoday.ru. This project was build on Bitrix CMS. There was an interesting task about a php bot. That bot requested schedule and reservations info from each connected cinema. Front-end part was developed with html4, css and flash with papervision3d for a eticket reservation module.

BellIntegrator   10 / 2005 - 03 / 2008

Web Developer

I developed the graphic charts modules (trees, pies etc.) for billing systems. I got a huge experience in Actionscript 2, Javascript languages and enterprise development. Created plain tree chart with an Backpack algorithm. There were many interesting tasks about aggregating and displaying really big data

EDUCATION   **Vyatka State Technical University**   2000 - 2005

Bachelor's degree , Computer Science

INTERESTS   entrepreneurship, gfx, new technologies

CERTIFICATIONS   **Developing Innovative Ideas for New Companies: The First Step in Entrepreneurship**

04 / 2014

Coursera

Google Analytics Platform Principles   03 / 2014

Google · License: fc7fe77b83034f0cb2ca4acd7f4d447b

Startup Engineering   09 / 2013

Coursera

MCTS Microsoft SQL Server 2007

LANGUAGES   • Russian (Native or bilingual proficiency)   • English (Professional working proficiency)

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's my report for Highload++ Conference 2010 - a review of servers and client technologies plus frameworks for multiplayer browser games. There I presented 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.