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| **SUMMARY OF QUALIFICATION:** |

Front-end/Back-end developer with 15 years of IT experience and 8 years experience dedicated to web-development and security auditing of web applications. Over the 9 years I was working on a various positions and different departments in a big Cloud and Shared Hosting company: 5 of them were in the Tech Support(Customer Relation) department and 4 in IT as a Ruby/Rails developer. My previous experience also includes:

* Work with the project managers to plan, estimate and allocate resources to projects and tasks. Supervising the whole projects’ life cycles, starting from initial proposal and requirements gathering finishing execution and release planning.
* Work as a Team Lead within more than 5 projects leading both local and remote team members. Mentoring and supervising junior and middle ruby/js developers.
* Collaborating with remote team members from Romania, India and the USA.
* Work with legacy code, refactoring and optimizing web-applications.
* Security researching and legal penetration testing.

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| **PERSONAL INFORMATION:** |

LinkedIn: <https://linkedin.com/in/rrott> GitHub: <https://github.com/rrott> Portfolio: <https://rrott.com>

**Languages:** English – upper-intermediate level. Ukrainian – native.

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| **SKILLS:** |

These are only a few technologies that I use on a daily basis while there are a lot of interesting libraries in the Ruby and JS worlds that I used in various projects or for self-education:

**Ruby, JavaScript/ES6/CoffeeScript** - as main languages.

**Ruby on Rails, Sinatra/Padrino** - as Ruby frameworks.

**React/Redux, Svelte** - as JS frameworks for creating SPA

**Rspec/Capybara, Jasmine** - as test frameworks.

**AWS** - as a cloud solution.

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| **EDUCATION** |

**Zaporizhzhya National University of Ukraine**

Specialty: Economic Cybernetics;

Degree: Mathematician, Economist. Second cycle of higher education.

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| **SPECIAL KNOWLEDGES** |

**Web Application Security Researcher:**

* My interest in ethical hacking has resulted in dozens of found and reported security issues in such services as: rubygems.org, ZeroMail, tagged.com, etc
* I took part in a CTF(Capture The Flag security game) as a Game Master and designed several vulnerable web applications for **UISGCon** #10, #11, #12 (2014-2016) - Ukrainian InfoSec and **“NoNameCon 2018”** conferences.
* Prepared CTF game for **«HackIT-2015»** the Cybersecurity Olympiad and International forum **«Cybersecurity: Ukraine and the world»**
* Created websites for the “**OWASP Ukraine 2019”** and **“NoNameCon 2019”** conferences**.**

**Community development:**

* Contributed to open source projects, e.g.: [react-toolbox](https://github.com/react-toolbox/react-toolbox/pulls?utf8=%E2%9C%93&q=is%3Apr%20author%3Arrott) [gitlab-ce](https://gitlab.com/gitlab-org/gitlab-ce/merge_requests/2690#note_3543658) [phony](https://github.com/floere/phony/pull/180) [site\_prism.vcr](https://github.com/dnesteryuk/site_prism.vcr/pull/3)
* Held “Ruby for pentesters” presentation on the [OWASP Kyiv](https://www.owasp.org/index.php/Kyiv) Chapter meetup.
* Had a speech on the [11th Ruby Meditation](https://www.facebook.com/RubyMeditation/posts/1122062657874189) meetup.
* Partnered with 4 other developers to plan and execute 3 Front-End Meetups and the very first [Hackathon in Zaporizhzhya](http://www.vr-online.ru/blog/24hack-khakaton-v-zaporozhe-8785) city.

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| **SUMMARY OF EXPERIENCE:** |

Detailed portfolio can be found at: <https://rrott.com/portfolio/>

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| **Company:** | **Cater2.me Oct 2017 – Feb 2021** | | | |
| **Project:** | **Various Internal projects**  **Remote - Kyiv, Ukraine** | | | |
| **Project Description:** | Cater2.me provides customizable catering solutions for offices. They allow companies to order food from local vendors, letting their employees customize and set the meal schedule. Team admins can segment the team into different groups and track order details. | | | |
| **Customer:** | US company <https://cater2.me/> | | | |
| **Project Role:** | FullStack developer | | | |
| **Responsibilities:** | * Was working on several internal projects, as well as on the main website, clients, vendors and admin apps. * Proposed and held internal penetration testing(both, black-box and white-box). Communicated with the QAs to share my knowledge on the subject, to protect the company from possible future security issues. | | | |
| **Project Team Size:** | ~ 10 dev team members | | | |
| **Tools & Technologies:** | Ruby on Rails, Svelte, CoffeeScript, React/Redux | | | |
| **Company:** | **Sphere Software Mar 2016 – Oct 2017** | | | |
| **Project:** | **Groupon**  **Remote - Kyiv, Ukraine** | | | |
| **Project Description:** | Groupon is an US e-commerce marketplace. I was working on their notification engine that handled reservation related notifications for Online Booking. It consists of a web server and a set of background workers. The web server exposes endpoints to configure notification profiles and settings as well as callbacks received from the SMS/Calls service. | | | |
| **Customer:** | US company <https://groupon.com/> | | | |
| **Project Role:** | Back-end developer | | | |
| **Responsibilities:** | * Was implementing back-end entities and business logic. * API design. | | | |
| **Project Team Size:** | Worked as a part of a big distributed team. | | | |
| **Tools & Technologies:** | Ruby on Rails 4, Redis, groupon specific services/APIs. | | | |
| **Project:** | **Dabble**  **Remote - Kyiv, Ukraine; Chicago IL** | | | |
| **Project Description:** | Dabble is an online community marketplace for people to discover, teach and host unique and affordable one-time classes. Was working mostly on UI parts of the app using JS and CoffeeScript. Worked on migrating from old SSO to a new one , refactored and removed legacy code, was working on optimizing and performance enhancement. | | | |
| **Customer:** | US company <https://dabble.co/> | | | |
| **Project Role:** | Front-end, Back-end developer | | | |
| **Responsibilities:** | * Updating UI, Applying new design. * Implementing back-end entities and business logic. * Refactoring legacy code | | | |
| **Project Team Size:** | ~ 5 team members | | | |
| **Tools & Technologies:** | Ruby on Rails 4.2, Trailblazer, Cells, Roar, ActiveAdmin, CoffeeScript, jQuery | | | |
| **Project:** | **Syft**  **Remote - Kyiv, Ukraine; London UK** | | | |
| **Project Description:** | Syft is a temporary staffing solution for the hospitality sector in London. Using the Syft mobile app and website, businesses can find temp staff quickly and easily basing on geolocation and required skills set. Joined the team to help them with rewriting and redesigning their API. Was working on implementing a new admin panel for that API. | | | |
| **Customer:** | UK company <https://syftapp.com> | | | |
| **Project Role:** | Front-end, Back-end developer | | | |
| **Responsibilities:** | * API design: specs, documentation. * Implementing back-end entities and business logic. * Writing the UI part of the app using react+redux. | | | |
| **Project Team Size:** | ~ 30 team members | | | |
| **Tools & Technologies:** | Ruby on Rails 5, Grape, Virtus, ES6, React+Redux, postgreSQL, Rspec, VCR, Factory Girl | | | |
| **Project:** | **Chairlift Expense**  **Kyiv, Ukraine** | | | |
| **Project Description:** | Chairlift Expenses is an internal Sphere’s project for handling company's expenses. It runs Ruby on Rails 5 API-only application on back-end(JSON API + JWT) and React+Redux Single Page Application on front-end. I was working on it starting from the initial proposing, planning and designing architecture and finishing implementing both front and back-ends of the project. | | | |
| **Customer:** | US company. Internal project | | | |
| **Project Role:** | Team Lead | | | |
| **Responsibilities:** | * Code reviews, estimating and allocating resources, writing stories. Decision-making and negotiating, communicating with the project owner. * Writing code, making architectural decisions. | | | |
| **Project Team Size:** | 3 team members | | | |
| **Tools & Technologies:** | Ruby on Rails 5, ES6, React+Redux, Gulp, CSS, JSON, postgreSQL, Rspec, Capybara, Factory Girl | | | |
| **Project:** | **Enova**  **Chicago IL** | | | |
| **Project Description:** | Large enterprise project in financial sphere intended to optimize business processes of the loan company. Project consists of two main parts: Core application based on Ruby on Rails 2.1, Ember and brand-new service wrote from scratch using Rails 4.2. Project is based on third party SOAP API and bunch of internal services and APIs. | | | |
| **Customer:** | US company <https://www.enova.com/> | | | |
| **Project Role:** | Team Lead | | | |
| **Responsibilities:** | * Code reviews, estimating and allocating resources. * Decision-making and negotiating. * Writing new and refactoring legacy code. | | | |
| **Project Team Size:** | 3 team members | | | |
| **Tools & Technologies:** | Ruby, RoR, JS, Ember, CSS, Bootstrap, SOAP, JSON, postgreSQL/jsonb, Cucumber, Rspec, Capybara, VCR, JWT, Devise | | | |
| **Project:** | **Chairlift(Better Feedback)**  **Kyiv Ukraine** | | | |
| **Project Description:** | Chairlift is a modern, cloud based HR solution that elevates employee performance and provides HR professionals with the insight to nourish workplace culture. It is an internal Sphere project I worked as a part of remote team. | | | |
| **Customer:** | US company. Internal project. <https://chairlift.io> | | | |
| **Project Role:** | Front-end, Back-end developer | | | |
| **Responsibilities:** | * Implemented several UI parts/features of the application using React, Redux and ES6. * Worked on back-end entities. | | | |
| **Project Team Size:** | 10 team members | | | |
| **Tools & Technologies:** | Ruby on Rails 4.2, ES6, React+Redux, CSS, JSON, postgreSQL, Rspec, Factory Girl | | | |
| **Company:** | **Ira Rott Inc Jan 2015 – present**  **(part time)** | | | |
| **Project:** | **irarott.com, Ontario, Canada** | | | |
| **Project Description:** | Online shopping cart for selling digital material (pdf files with patterns) and is a kind of CMS that has almost everything customizable using an admin page, beginning with adding new patterns, portfolios, creating standalone pages, categories etc and ending with changing all SEO-related parameters of this website. | | | |
| **Customer:** | Canadian company <https://irarott.com> | | | |
| **Project Role:** | Full-Stack Developer | | | |
| **Responsibilities:** | * creating back-end and frontend, admin page * design, SEO-optimization * configuring and optimization of the web, SQL servers * site migration, support current features and monitoring website's state. | | | |
| **Tools & Technologies:** | Ruby 2.1, JavaScript, CoffeeScript, Padrino, Jquery, JS, SASS, Haml, ActiveRecord, Carrierwave, Poltergeist, Selenium, JSON, Newrelic, Sprockets, Nginx, PostgreSQL, Capistrano | | | |
| **Company:** | **Ecommerce LLC Sep 2012 – Oct 2015**  **Columbus OH, Zaporizhzhya Ukraine** | | | |
| **Project:** | **CloudByIX,** | | | |
| **Project Description:** | Cloud by IX is a Cloud Hosting service created for system and database administrators, web developers, resellers, hosting professionals and business infrastructure. The project is a Single Page JavaScript Application that integrates CloudStacks into the current manage panel and billing system of Ecommerce.com's brands. Application has Ruby on Rails + Sinatra on back-end and backbone.js on front-end | | | |
| **Customer:** | US Company <https://www.cloudbyix.com/> | | | |
| **Project Role:** | Team Lead, Middle Ruby/JS developer | | | |
| **Responsibilities:** | * Creating a UI that integrates current control panel with CloudStack. * Design of UI components. * Adapting SOAP API interface to JSON and vise versa. * Supporting released features, updating functionality as it was required by MVP and Agile methodologies. * Security researcher. | | | |
| **Project Team Size:** | 4 local developers, 1 remote developer, 3 QAs | | | |
| **Tools & Technologies:** | Ruby 1.9.7 and 2.1.3, CoffeeScript, Ruby on Rails 4.0, Sinatra, Backbone.js 1.1, Marionette.js, jQuery, Rspec 3.2, Capybara, Jasmine, VCR, site\_prism.vcr, Capistrano, SASS, ROM, Guard, Node, Faye | | | |
| **Project:** | **Ordering Wizard** | | | |
| **Project Description:** | Ordering wizard for Cloud product on CloudByIx.com and IxWebhosting.com. This project is an integrated Single Page Application that allows pre-configure and bye cloud products without using external payment services. | | | |
| **Customer:** | US Company <http://www.ixwebhosting.com/> | | | |
| **Project Role:** | Full-Stack Developer. | | | |
| **Responsibilities:** | * Creating a UI that integrates SOAP API interface with control panel and CloudStack that uses JSON. * Supporting released features, updating functionality as it was required by MVP and Agile methodologies. | | | |
| **Project Team Size:** | 3 developers and 2 QAs | | | |
| **Tools & Technologies:** | Ruby 2.1.3, CoffeeScript, Sinatra, Backbone.js, jQuery, Ruby on Rails 4.0, Rspec 3.2, Capybara, Jasmine, VCR, site\_prism.vcr, Capistrano, SASS, ROM | | | |
| **Project:** | **IxWebhosting.com + HostExcellence.com** | | | |
| **Project Description:** | Landing pages for IxWebhosting.com and HostExcellence.com, This project contains pop-ups and bunch of landing pages for current and pre-sales products that give the company an opportunity to sale a product using one-click purchase tool or Opt-In for a new project that is not yet released. | | | |
| **Customer:** | US Company <http://www.ixwebhosting.com/> | | | |
| **Project Role:** | Front-end Developer | | | |
| **Responsibilities:** | * Integrating design with current API and billing system. * writing code needed for One-Click purchase tool. | | | |
| **Project Team Size:** | 2 developers, 1 designer, 1 QA | | | |
| **Tools & Technologies:** | Ruby 2.1.3, CoffeeScript, Ruby on Rails 4.0, jQuery, Rspec 3.2, Capybara, Jasmine, SASS, Faye, JSON | | | |
| **Company:** | **Independent or temporary projects, own projects.** | | | |
| **Project:** | **Cybersecurity Olympiad «HackIT-2015» Jan 2015 - Mar 2015** | | | |
| **Project Description:** | «SecureVPN» is a service created for the Cybersecurity Olympiad «HackIT-2015» with deep integration of fake payment service that allows users to get a paid VPN server and connect to any other servers in the network. Service was based on an open-source project with hooks for OpenVPN that I had to rewrite for the game's needs. The whole infrastructure had 2 VPN servers located in Amsterdam and Singapore, a billing system located in Toronto and a payment system in Singapore. Back-end was rewritten to add flags and integrate the product with 3rd party payment systems. | | | |
| **Customer:** | Ukrainian Non-Government Organisation «Ukrainian Information Security Group» | | | |
| **Project Role:** | Full-Stack developer, Game-Master's assistant. | | | |
| **Responsibilities:** | * Adding and configuring VPN, SQL and web servers using Chef. * Integrating fake payment system with the services, * adding vulnerabilities and fixing existent ones. | | | |
| **Project Team Size:** | 1 developer, 2 game masters, 2 security researchers. | | | |
| **Tools & Technologies:** | Ruby 2.1, Ruby on Rails 4.2, Chef | | | |
| **Project:** | **UISGCon 11(2015) Oct 2015 - Dec 2015** | | | |
| **Project Description:** | «FindMeGetMe» is a fake Dating website with an API for mobile application created for a CTF(Capture The Flag hacking game) organised for UISGCon 11(2015) - Ukrainian InfoSec conference held by Non-Government Organisation «Ukrainian Information Security Group» This Fake Dating website was created for security researchers and had no real users or profiles. It was created with pre-defined vulnerabilities related to Redis and Sockets. I used a Free design and added vulnerable Rack application that gets photos from Redis service using Sockets technology. | | | |
| **Customer:** | Ukrainian Non-Government Organisation «Ukrainian Information Security Group»  <https://uisgcon.org/> | | | |
| **Project Role:** | Full-Stack developer, second Game-Master | | | |
| **Responsibilities:** | * Creating back-end * integrating design * configuring and optimising web, Redis servers, * monitoring services and the application during the games. * Creating API for a mobile app. * Creating mobile app using React native. | | | |
| **Project Team Size:** | 1 developer, 2 game masters, 2 security researchers. | | | |
| **Tools & Technologies:** | Ruby 2.2, Sinatra, Redis, JavaScript, React Native 0.15 | | | |
| **Project:** | **grunt-coffee-chain - grunt plugin** | | | |
| **Project Description:** | A grunt plugin inspired by Sprockets to compile CoffeeScripts that has sprockets-style comments to indicate dependencies. It allows web developers in their CoffeeScript files to write Sprockets-style comments to indicate dependencies. This ruby gem is written in CoffeeScript but it compiles itself to JavaScript using the previous version of itself. | | | |
| **Customer:** | Open Source Community | | | |
| **Project Role:** | JavaScript developer | | | |
| **Responsibilities:** | Full-stack developer, Support of the OSS | | | |
| **Tools & Technologies:** | CoffeeScript, JavaScript, Node.js 0.10.15, Grunt 0.4, Sprockets, Snockets | | | |
| **Project:** | **AsanaGodContact - ruby gem** | | | |
| **Project Description:** | A gem for sending notifications to Asana using god.rb tool. God.rb is an easy to configure, easy to extend monitoring framework written in Ruby. http://godrb.com/ Asana is a web and mobile application designed to help teams track their work. This OSS ruby gem allows app to send notifications to asana in case God.rb raises an issue with your ruby app. | | | |
| **Customer:** | Open Source Community | | | |
| **Project Role:** | Ruby developer | | | |
| **Responsibilities:** | Full-stack developer, Support of the OSS | | | |
| **Tools & Technologies:** | Ruby 2.1, Mocha, Minitest | | | |