### Oleg Sivokon Born June 23, 1978 +972 (0) 544-563314

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You can find an up-to-date electronic resume at https://github.com/wvxvw/resume

### **Technology Skills**

#### Languages

My current work is in Go, Python and Bash.

Expert in JavaScript and various related technologies such as ActionScript, TypeScript, CSS and HTML.

Also programmed in Java and PHP several years ago.

Expert in Common Lisp, and Prolog. Some knowledge of Clojure.

Wrote several Emacs Lisp packages.

### **Programming Environment**

In my current job, I work extensively with Linux, Docker and VCenter. I am proficient with variety of build systems, several databases, and various UNIX tools needed to maintain infrastructure of a big programming workshop running. I set up and run Jenkins jobs, Elastic Search tools, Docker Registry and Etcd distributed database.

I have substantial knowledge of Git and of a variety of tools that aid in writing quality code such as linters, unit test frameworks, formatters etc.

Recently, I had to work with numerical and statistical Python packages: NumPy, Pandas and Dask. I also have experience working with popular Python frameworks: Django, Tornado, Celery.

# **Work History**

#### AllAspect

Programmer April 2017–August 2017

- · Wrote tools for automatic trading in digital media market.
- Wrote tools for reporting, representing and processing of statistical data.

#### **Elastifile**

Programmer December 2015–April 2017

- Rewrote the build system of the infrastructure part of the project.
- Wrote NFS client for testing the company's product.
- Wrote "glue" code that allowed automated testing code to interface with system code.

#### PowToon Ltd.

#### Programmer January 2014–May 2015

- Rewrote the major application component (the player).
- Wrote most of the infrastructure code such as build scripts, automated test generation and continuous integration server setup.
- · Wrote several designs for the product.

### TransGaming Inc.

#### Programmer April 2013–2013

- Wrote a game portal for "Smart TV" deployment.
- Wrote a tester program, which stress-tested the program performance on "Smart TV".
- · Wrote automated build for my project.
- Wrote a sizable chunk of code dealing with usage statistic aggregation using Google Analytics.

#### Rounds

#### Programmer December 2010-August 2011

- Rewrote the communication part of the video chat application.
- Wrote a testing server and utility programs for automated testing.
- Wrote a natural language processing program which was used to advertise the company's product.

### **University Level Courses**

Data Scientist's Toolbox (statistics in R), Statistics, Data Analysis, Machine Learning, Artificial Intelligence.

# **Volunteering And Community Work**

SCons project, ActionScript plugin. (SCons is an extensible build system written in Python).

For several years I was a member of Adobe Community Board. I moderated a forum dedicated to Flash and ActionScript as well as writing some articles such as this one: http://kb2.adobe.com/community/publishing/526/cpsid\_52670.html

I'm an active member of Emacs Q/A site from the StackExchange family.

# **Examples Of My Work**

My Github profile: https://github.com/wvxvw/.

### Languages

Fluent in English, Hebrew, Russian.

## **Hobbies**

NLP, Computational linguistics, Moral philosophy, General AI, Graphs.

# **Citizenship and Mobility**

Citizen of Israel and Ukraine. USA citizenship pending. Willing to relocate.