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

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You can find an up-to-date electronic resume at <a href="https://github.com/wvxvw/resume">https://github.com/wvxvw/resume</a>

## **Technology Skills**

### Languages

My current work is in Go, Python and Bash.
Other languages I programmed in: Java, C, JavaScript, Erlang.
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, Kubernetes, Apache Kafka 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, Pytest.

## Work History

#### **NEX Traiana**

Programmer August 2017-present

• Wrote tools for automating microservice deployment, debugging and testing.

### **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/.
- https://github.com/wvxvw-traiana/.

## 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.