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

Technology Skills

The company I currently work for: Replix.IO, develops a storage product, specifically, a long-distance online zero-RTO replication software. While we plan to expand to object store and, perhaps, replication of popular databases, at present, the product works with block device level storage. The product is designed to be used on public cloud, however, we also rent some POPs outside of that domain. Given this background, my expertise is in the cloud storage, using Linux together with some popular related technologies and products s.a. Docker, SPDK, Consul, Prometheus etc.

The product itself is written in Rust, but automation code is almost entirely written in Python. Automation code needs to interface with tools like Terraform on one hand and the typical development stack s.a. Git, JIRA, Gitlab etc.

Automation tools rely on ZMQ for communication, Behave for test harness. We've developed a test deployment tool in-house to extends Wheel format for Python packages in order to deploy the tests. We are now experimenting with property-based testing and fuzzing.

We use some third-party testing tools s.a. SysBench and DBT2 in our tests as well as a lot of usual Linux tooling, like FIO, SAR, and tools that come with popular storage products like `pgbench` and `cassandra-stress`.

Previous experience

Before working for Replix.IO, I worked with another storage product: Elastifile distributed file system (created by Elastifile). I worked on a large infrastructure project mostly written in Go, which used some popular third-party tools for testing, FIO, FSF2008, FSF2012, VDBench among others. Since this was before Docker Swarm, while Kubernetes was in its infancy, a lot of infrastructure code was dedicated to container management.

Another part of this project was about integration with VMWare's VCenter, which was considered the primary target for the product.

Non-work-related (programming) skills

I like Lisp and Prolog. I have decent knowledge of Common Lisp. I'm very enthusiastic about Mercury. I know Emacs Lisp fairly well. I help my wife with statistical programming in Python using Pandas, Pill and other popular data-science software.

Work History

Replix.IO

Programmer August 2018–present

- Wrote tools for automating company's product testing as well as automating development process.

NEX Traiana

Programmer August 2017–August 2018

- 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.