Alexei Sorokine

Software Engineer

Contact Information

phone: (415) 250-4959
email: 2picae@gmail.com
linkedin: linkedin.com/in/alexei-sorokine/
github: github.com/xtrabit
website: xtrabit.github.io

Experience

Ridecell, September 2019 – present

Backend Engineer Intern

- Follow Agile methodology.
- Participate in daily standups.
- Communicate across teams to deliver precisely on requirements of a task.
- Write API change proposals.
- Write unit tests.
- Integrated Phrase translation into microservices.
- Worked on Braintree payment integration into existing platform.

Ridecell, April 2019 – September 2019

Full Stack Software Engineer Intern

- Designed and built Fleet-simulator, an internal testing and simulation tool.
- Identified stakeholders and peculiarities of their use cases.
- Enabled Marketing to create real time presentations of Ridecell product.
- Enabled QA to set up and manipulate the environment faster.
- Allowed to stress-test existing platform with real life scenarios.
- Used technologies: Docker, Python / Django, Celery, RabbitMQ, PostgreSQL, React, Redux, Google Maps.
- Communicated with DevOps to deploy to Kubernetes.

Bay Area Cabinetry, January 2013 – December 2018

Production Manager / Engineer

- Designed processes to turn custom designs into finished products.
- Collaborated with architects, designers, contractors and clients to find the best solutions.
- Led the transition from manual production to CNC machining and integrated production software into production process.
- Decreased design to production time by modifying production software with custom scripts.
- Trained staff in new methods, software and tools use.
- Calibrated and installed new equipment.
- Designed and built custom tools.

Opticomp Construction – Structural Steel Fabricators, January 2011 – December 2012

Project Manager

- Managed a team on-site and monitored project progress.
- Provided input on possible engineering approaches and time estimates for bids.
- Designed and welded custom jigs to aid onsite assembly or to speed up production process.
- Assisted in manufacturing by welding and machining custom pieces on mill and lathe.

Design Built Systems, December 2006 – December 2008

Junior Architect

- Communicated design ideas to construction crew.
- Monitored on-site progress.
- Translated designs into construction documents in Autocad.

Projects

XANOZA - restaurant hub website, March 2019

Full Stack Software Engineer

- Designed and integrated database system into inherited codebase.
- Efficient delivery and design by adopting Agile architecture.
- Enabled economic deployment on EC2 by targeting bottlenecks directly using metrics gathered with New Relic from stress-testing with Loader.io.
- Reduced the total number of servers required by replacing Node proxies with Nginx to balance requests between servers.
- Horizontally scaled service and database to meet the target of 2000 clients per second with latency under 100ms.
- Selected database by seeding candidates with production scale data-set +150M records and benchmarking locally with Artillery.

Education

Hack Reactor, Advanced Software Engineering Immersive Program - 2019
UC Berkeley, B.A. in Architecture - 2004

Skills

Python, Django, Celery, Celery Beat, RabbitMQ, JavaScript, Node, React, Redux, jQuery, HTML, CSS, PostgreSQL, mySQL, MongoDB, Firebase, Mocha, Chai, Jest, Enzyme, New Relic, Loader, Git, Docker, Amazon Web Services AWS, Nginx, Google Maps, Phrase, Braintree

Personal

Always liked to know how things work, and my interest led me to learn electronics engineering and embedded microcontrollers programming in C. Built robots with custom RC signal mixers and motor controllers, and watched them get destroyed in ROBOGAMES.