

Alexei Sorokine, Software Engineer

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Experience

Ridecell, *Backend Engineer*,

September 2019 - May 2020

Shared Mobility Platform, Carsharing team

- Improved scheduled rentals product line through new feature implementation and flow optimizations.
- Partnered with product team to formalize requirements and create ERDs.
- Investigated and fixed bugs in existing code with complex asynchronous state updates.
- Implemented vehicle selection rule engine from product requirements to code and achieved results including uniform fleet utilization and better matching of vehicles to customers.
- Led product improvement initiatives for recurring schedules and date time calculations with complex timezones relationships between clients and services operating in global environment.
- Maintained Stripe and Braintree payment providers flow and participated in Braintree integration.
- Contributed to improvements in third party identity verification flow.
- Integrated Phrase translation into microservices.
- Analyzed solutions from language built-ins to third party libraries for performance improvements and database access minimization.
- Designed and documented new APIs and modifications to existing ones.
- Wrote unit tests for core platform and contributed to QA automation.

Ridecell, *Full Stack Engineer Intern*,

April 2019 - September 2019

Shared Mobility Platform, Fleet Simulator

- Designed and built Fleet-simulator, a product to create realistic real time platform simulations.
- Enabled Marketing to effectively demonstrate Ridecell product in trade shows and keynote presentations.
- Communicated with DevOps to translate local deployment setup to Kubernetes.
- Became one of the few individuals at Ridecell with full understanding of the connections between all system modules, which was required to produce the overall fleet simulator with full system integration.
- Fleet-simulator was discovered to be highly useful for QA testing in simulating real world conditions.
- Used technologies: Docker, Python, Django, Celery, RabbitMQ, PostgreSQL, Nginx, JavaScript, React, Redux, Google Maps.

Projects

XANOZA, *Full Stack Software Engineer*,
restaurant hub website

February 2019 - March 2019

- 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.

JJAM, *Full Stack Software Engineer*,

January 2019 - February 2019

Item-view page on e-commerce website

- Developed navigation bar in service-oriented architecture style.
- Debounced component state transitions in React for smoother user experience.
- Streamlined deployment by using Docker containers.
- Wrote unit tests in Jest with Enzyme to ensure component reliability.
- Improved performance by serving static content from AWS S3.

Skills

Python, Django, PostgreSQL, JavaScript, React, Redux, Git, Docker, Nginx, Celery, Phrase, Firebase, Google Maps, New Relic

Education

Hack Reactor, Advanced Software Engineering Immersive Program, 2019

UC Berkeley, B.A. in Architecture, 2004

Personal

Always liked to know how things work, and when confronted with a problem, I dig in like a tick. I can work independently, but also enjoy collaboration and process of discovery. I enjoy beauty of simple and effective solutions. My interests led me to learn electronics engineering and embedded microcontrollers programming. I built robots and watched them get destroyed in ROBOGAMES.