

Andrew Proshkin CV

[remote working only]

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Education Penza state university, faculty of Computer Science, 1997 – 2002

About

* 10 years experience in programming

* I find long-term difficult projects to be particularly interesting

I can: - develop complex systems

- read and understand legacy code, optimize it and perform refactoring

The principles that I prefer to follow in programming:

- a reliable code equals a simple code (Unix way, KISS)

- keep up with the latest technologies and trends in programming

- pick up good ideas from other programming languages and methodologies

The books I've read lately:

Java 8 Lambdas. Richard Warburton. O'Reilly 2014.

Play for Scala. Peter Hilton. Manning Publications 2014.

Scala in Action, Nilanjan Raychaudhuri. Manning Publications 2013.

Scala design patterns. John Hunt. Springer International Publishing Switzerland 2013.

Common skills

Languages that I'm highly experienced in working with:

Scala, Java, Javascript, Regex

Languages that I'm familiar with:

Common Lisp, Clojure, Goovy, Haskell, C++, C, Assembler x86

English: taking an intermediate course at the moment **German:** beginner

Methodologies: OOP, functional programming, generative programming, continuous integration, lean software development, Scrum, TDD, REST, Reactive design patterns

Math concepts: graph theory, automata theory, lambda calculus

SCM: Git (prefer <http://nvie.com/files/Git-branching-model.pdf>), Subversion

IDE, Tools: IntelliJ IDEA, Eclipse (JEE, Scala-IDE), Netbeans, Ant, Maven, SBT (0.13.x)

Planning: JIRA, Unfuddle, AgileZen, YouTrack

CI: Hudson, Cruise control

Database: PostgreSQL, H2, MySQL, Firebird, HSQLDB, MongoDB, Redis

OS: Linux (OpenSuse, Mint, Ubuntu)

other: nginx (load balancing), Tomcat clustering

Backend - Scala stack (experience 1,5 year)

language level: 2.11.x

language concepts: collections, pattern matching, implicits, FP-features (immutable, combinators, currying, partial, lambdas, tail recursion), type variance, string interpolators, structural types, futures, scala-reflections

web: Playframework (2.x), Xitrum, Spray.io, Web-sockets

database: Slick 2.1 (prefferable), Casbah (MongoDB), ScalikeJDBC, Squeryl, Anorm

concurrent: Akka, Futures

testing: scalatest, scalacheck, spec

tools: SBT (manage dependencies, user-tasks, publishing to repositories), Scala-REPL

Backend - Java stack (experience 10 years)

language level: Java 7, 8

API: collections, NIO, concurrency, reflection, dynamic proxy, in-memory compilation, etc

frameworks, libs, specs: Springframework (3.x / 4.x): IOC, Security, MVC, transactions, JSR-303 etc.; Playframework (Java), Hibernate (core, HQL, search), Lucene, Quartz, Apache commons, WS, Akka, Jackson, ehcache, Liferay

additional languages: XML, JSPX, JSON, YAML

testing: JUnit, Unitils (transactional testing infrastructure, data sets), TestNG, Spring-test

tools: JProfiler, Maven3, Ant, Liquibase

app-servers: Tomcat, GlassFish, Jetty

Frontend

languages: Javascript, HTML5, CSS3, LESS, ScalaScript

frameworks: JQuery, JQueryUI, Prototype, Isogenic engine, AngularJS, Bootstrap3

tools: Grunt, JsLint

Last non-commercial projects:

<https://github.com/zx80live/com.zx80.mod.english.remote>

description: Remote API for Longman/Lingvo Dictionary, Yandex translator

skills: Scala Futures

stack: scala 2.11, spray-json, net.databinder.dispatch, org.jsoup

<https://github.com/zx80live/com.zx80live.mod.siteextractor>

description: Simple site parser API

skills: Scala Futures, Scala regex, Akka

stack: Akka

<https://github.com/zx80live/crazy-eights-game>

description: Crazy Eights Game

skills: Actors, implicits, String interpolations, recursion, functional combinators

stack: Scala 2.11, Akka

<https://github.com/zx80live/leverage-expertise>

description: subprojects – Slick-extensions, Simple-security, Play-Security, Fixtures

skills: Slick, scala reflection, tests, lambdas, complex slick-joins

stack: Slick 2.1.0, playframework

<https://github.com/slick/slick/issues/999>

description: find and contribute bug in slick project:

Last commercial projects:

2009 – 2013, Fernando systems. Social network <http://charlaremos.com>:

Design and development (back-end and front-end): architecture, core API and modules, database model; task planning; testing infrastructure; continuous integration;

Java stack: Springframework (MVC, security, IOC, transactions, etc), Hibernate, Hibernate search

Frontend: jQuery, Bootstrap, Prototype, GWT

2013, Fernando systems. Race game front-end <http://ageofclones.com>:

Pig race game front-end based on isometric engine

Frontend: jQuery, pure OOP/Functional Javascript, Isogenic engine, physic modeling, HTML5

2007 – 2008, HeadHunter:Penza. Project <http://livehh.ru> - worked in team

Java stack: Springframework (MVC, WebFlow, Security), Hibernate

In addition: Tomcat clustering

2008, HeadHunter:Penza, Project <http://career.ru> - worked in team, Java stack: Liferay portal