Andrew Proshkin CV

[remote working only]

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GitHub https://github.com/zx80live

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'Relly 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/mod-fast-cards - Linux console flash-cards

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 - Simple site parser API

skills: Scala Futures, Scala regex, Akka

https://github.com/zx80live/crazy-eights-game - Crazy Eights Game

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

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

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

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

https://github.com/slick/slick/issues/999 - 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: ¡Query, 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

working time expectation: 4-7 hours a day

salary expectation: 2000 USD