

Andrew Proshkin, Penza (Russia), 1980

Email / jabber	zx80live@gmail.com
Skype	zx80live
URL	http://ru.linkedin.com/pub/andrew-proshkin/26/b71/789/

Skills

Languages	Java (J2EE), Scala, Common Lisp, C, Javascript
Frameworks	Spring framework (3.x, IOC, MVC, transactions, Security, etc.) , Play framework (1.x, 2.x), Hibernate (core, HQL, search), Lucene, Apache commons, Slick (for Scala), Akka (for Scala)
Methodologies	OOP, functional programming, generative programming
Testing	JUnit, Unitils
SCM	Git, Subversion
Tools/IDE	Eclipse, Idea, NetBeans, Maven, Ant, Jprofiler
Math. tools	graph theory, theory of automata, theory of sets
Task planning	JIRA, Unfuddle, AgileZen, YouTrack
Database	PostgreSQL, MySQL, Firebird, HSQLDB, MS SQL Server
CI	Hudson, Cruise Control
App servers	Tomcat, Jetty, GlassFish
Javascript frameworks, tools	Isogenic engine, JQuery, Prototype, Knockout, Grunt
English	Speaking: pre-intermediate, Reading and writing: upper intermediate

Experience

2009 – 2013 (4 years)	Senior Java Developer Project: 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; etc Project: http://www.ageofclones.com/ Pig race game front-end based on isometric engine; physic engine	Fernando Systems
2007 – 2008 (1 year)	Senior Java Developer Projects: http://livehh.ru http://career.ru worked in team	Headhunter
2006 – 2007 (1 year)	Senior Java Developer Development of modules for SAP-Portal	Sura Systems GmbH
2005 – 2006 (1 year)	Freelance Java Developer Development of modules for RemoteAdmin (java client)	
2002 – 2004 (2 years)	Java Developer Project: GIS-Data Server Back-end GIS-Data server (semantic Geodata, indexing, searching); Front-end client for rendering 2D geodata	Geologic Penza
2001 – present time	Engineer Administration: Linux, networking	Penza State University

Education

1997 – 2002	Penza State University / faculty of Computer Science
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Interested in remote working