Oleg S.
Senior Elixir Engineer

SUMMARY

- Having huge experience (14+ years) in backend development on C/Erlang/Elixir has shown himself as aim-oriented developer with analytical skills. - Using his experience he can not only to develop new features and functionality, but also make clear hidden multiconnection in any code that is based on the scope of Erlang/Elixir/C/Js. - Has a huge experience in parser development of custom xml coding - Upper-Intermediate English. - Available: ASAP

TECHNICAL SKILLS

Main Technical Skills	Erlang, Elixir, C
Programming Languages	C, Elixir, Erlang, JavaScript, Python
Java Libraries and Tools	N2O
Methodologies, Paradigms and Patterns	Agile, Scrum
Collaboration, Task & Issue Tracking	Atlassian Trello, Jira
Web/App Servers, Middleware	Cowboy, Nginx
Version Control	Git
Operating Systems	Linux, Windows
Third Party Tools / IDEs / SDK / Services	Qt Framework

EXPERIENCE

Developer

1 year
Responsibilities:

- developing BPMN based docflow system using Erlang\Elixir, implementing SEV protocol

Technologies: Erlang, Elixir, Broadway,NX, gen_tcp & :gen_udpю, Infrastructure, n2o, BPE, KVS

Developer

2 years

Description: Network Inspector
Responsibilities:

- build utility for analysis of networks (networks represented by graphs)

Technologies: Erlang, OTP

Software developer, University of Bielefeld

3 years
Description: ADAMAAS project, CITEC (this project gain award of the German government as one of 100 best among about 1500 similar projects in the area)
Responsibilities:

- project gain award of the German government as one of 100 best among about 1500 similar projects in the area

Technologies: C++, Qt, Android

Customer

Software Engineer, Bielefeld University

2 year
Description: member of the Neurocognition and Action-Biomechanics Group at the Faculty of Psychology and Sport Sciences at Bielefeld University, Germany. Programmer at the Excellence Cluster “Cognitive Interaction Technology” (CITEC)
Responsibilities:

- implementing a hierarchical clustering method for measuring mental representation structures in long-term memory and on complex movement studies in classical ballet and golf

Technologies: C, C++, QT, LISP, Python

Software Developer, Different freelance projects

2 years

Technologies: C, C++, QT

University of Madeira

4 years
Description: research assistant in the research programs of CCM (Centro de Ciências Matemáticas), University of Madeira, and of the NEMO project
Responsibilities:

- implementing and testing communication models and algorithms for numerical computations, visual data representation and data processing

Technologies: Qt, Python

Teacher, NaUKMA

3 years
Description: teacher of Logic and Functional programming
Responsibilities:

- Faculty of Informatics in NaUKMA (duties: course design, lections and practical classes)

Technologies: PROLOG and LISP

EDUCATION

Master's degree of the National University of Kyiv Mohyla Academy, program "Intellectual systems of control"
2005

- Introduction to Computer Science and Programming Using Python (MITx – 6.00.1x)
- Introduction to Mobile Application Development using Android (HKUSTx – COMP107x)
- Computer Graphics (UC San DiegoX – CSE167x)
- Vocal Recording Technology (BerkleeX – BMPR365x)
- Statistical Thinking for Data Science and Analytics (ColumbiaX – DS101X)
- Machine Learning for Data Science and Analytics (ColumbiaX – DS102X)
- Enabling Technologies for Data Science and Analytics: The Internet of Things (ColumbiaX – DS103x)
- Cybersecurity Fundamentals (RITx - CYBER501x)