



Victor Laskin

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Profile

Highly motivated lead developer / 'playing' architect interested in serious projects and strong team with modern solutions and instruments.

Experience (the most significant)

LEAD DEVELOPER / ARCHITECT, CALIBVR LLC, ST.PETERSBURG, RUSSIA – 2012-PRESENT

I'm developing various mobile applications for Android and iOS using my own custom cross-platform app engine for both desktop and mobile devices. Using single C++11 you can create apps for various platforms without any need to write platform-specific code. Engine has custom declarative layout for UI views, customizable UI components and solid foundation to create complex applications. Current implementation is for iOS, Android, OSX and Windows desktop. Some sample applications are on market (see my blog for details).

As for server side solution i'm working on distributed system inside Docker containers, which uses socket transport to implement messaging infrastructure (using nanomsg / C++11). The aim is to build applications with instant communication between devices (build truly distributed client apps).

LEAD DEVELOPER / ARCHITECT, INFINITECH, ST.PETERSBURG, RUSSIA – 2010-2012

I was arch / core developer of large russian social network and implemented unique fast C++ server (in couple with MongoDB). Special memory cache approach for social graph gave very fast response times. I also introduced client-side web solution to handle everything at single page using custom JS-JQuery client engine for async requests (this is common practice for social networks today but at that time it was quite new approach).

LEAD DEVELOPER / ARCHITECT, ALLMEDIA, ST.PETERSBURG, RUSSIA – 2007-2010

As main "playing" architect i worked on high-load system of video advertisement, which was constructed on cluster of IBM servers based on my C++ Linux demons. Solution used hand-tuned cluster of VMWare virtual machines with high-availability support. System performed well even for runs within ICQ, mail.ru, etc with bandwidth more than 6Gbit/s.

OLDER AND MINOR PROJECTS – 2000-2007

I developed a lot of windows software and web solutions since school (at university / as freelance / as part job / as pet projects). Using Delphi, C, C++, C#, WPF, PHP, NoSql, MySql, Microsoft SQL, HTML/CSS, OpenGL, winAPI, sockets, etc.

Education

Saint-Petersburg State University – Ph.D, 2000-2007/2011

Technologies

Here is the short list of main technologies/languages i use: C++, C++11, Java, Objective-C, C#, PHP, SQL, NOSQL, Docker, JS/JQuery, WPF, QT, OpenGL, Mongo, NDK/JNI, HTML/CSS (i skip here a lot of old stuff i will not use anymore)

Strong OOP, functional paradigm, design patterns, cross-platform development, mobile development (iOS, Android), multithreading, high-performance solutions, distributed systems, security aware code, UX, virtualization/containers, complex testing, bugtracking, svn, etc.

Skills

- Experience of architecting and implementation complex network distributed systems (created several high-load systems as main arch/dev).
- Ability to design and maintain structure for large-scale solutions (high-load systems, cross-platform engines, etc).
- Ability to use proper modern technologies to execute given tasks the most elegant way.
- Experience of full cycle of solution development from prototyping to post-production continuous integration.
- Skills of creating full stack of web service solutions including server-side, client-side, ui and communication layer.
- Skills of mobile development for both iOS and Android using self-made cross-platform solution based on C++, NDK, OpenGL ES.
- Developing using business and security aware style (trying to minimize the cost of development/hardware/support while maintaining decent security and reliability to avoid potential problems).
- Experience of using virtualised environments for server-side distributed linux solutions and other tasks (including Docker).
- Ability to write non-blocking multithreading algorithms for high-performance realtime flow.
- Database experience: traditional SQL and sharded NOSQL databases.
- Ability to create modern design-aware solutions to deliver the best possible UX.
- Collaboration and team-managing skills (planning, bugtracking, svn, confluence, etc).
- Friendly with agile methodologies.