

KIRILL · A · MOURZENKO

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OBJECTIVE

Full time position as a Java or ActionScript 3 developer, senior developer or team lead with the possibility for growth towards software architecture.

SUMMARY

Highly competent developer that has a knack for creating maintainable and extensible solutions and that also is capable of leading small teams of developers to bring projects to completion on time. Very detail oriented. Have a lot of concern for well-architected solutions as well as for code efficiency and aware of the trade-offs between the two. Able to quickly pick up new software development techniques and technologies that come into the industry.

SKILLS

Technologies: Flash, ActionScript, Java, SQL, Ruby, Java Servlets, SWING, AWT, JDBC, JavaScript, Ajax, DHTML, C, C++, HTML, CSS, XML, Perl, JSP, HTTP, IP, TCP, Apache Tomcat, Oracle, MySQL, PostgreSQL, RubyOnRails, OpenJPA.

IDEs, Tools, and Systems: Eclipse, Flex/Flash Builder, Flash, Ant, make, CVS, SVN, Windows XP/NT, Mac OS X, Linux.

EMPLOYMENT

2007 Feb -
Present

DesignAxiom Ltd

Toronto On, <http://www.designaxiom.com>

Senior Developer/Team Lead, Technical Architect

- Architecting, developing and maintaining an internal application framework written in ActionScript 3 for the Flash platform.
- Provide architectural leadership and assistance on parallel projects.
- Assist and teach other programmers in finding efficient solutions that take into consideration time-complexity, memory usage and CPU-cycles.
- In the role of a UI programmer took on leading roles on projects acting as the team lead usually having teams of up to three developers.
- Architected an extensible backend and designed the API for an admin tool used for creating, manipulating, and publishing interactive Flash components to a CMS for embedding into a news web site. Assisted in implementing the backend in Ruby with RubyOnRails and a MySQL database.
- Developed the service layer and data model in the client portion of an information-gathering sales tool, which was written in ActionScript 3 for Adobe AIR platform and used SQLite database for local storage. The service layer was designed to asynchronously transmit data to the backend, providing a smooth experience to the user in both connected and disconnected modes. Also assisted in architecting, as well as designed a fault-tolerant API for the backend of the system. Later took on the role as the maintenance programmer for the whole backend, which was written in Java for Apache Tomcat server using Servlets, OpenJPA, Axis2 web service layer, some of Spring framework, and Oracle database.
- Developed a dependency-tracking and incremental build-tool that is used internally for large-scale, modular Flash applications that require dynamic loading of modules at run-time. It was based on Ant and consisted of custom Ant tasks written in Java.
- Developed the data model and service layer, as well as large portions of the underlying display and navigation infrastructures for a very large, CMS-driven, children's learning and gaming web site written in ActionScript 3. Service layer allowed for stubbing certain calls while also providing a seamless integration with other real API-calls. Was involved in UI and game development on top of these responsibilities.
- Architected and developed an extensible datamodel in ActionScript 2 for representing dynamic presentations in Flash as well as the player engine and the animation framework for displaying those presentations. This was to be a part of a large, social-networking Flash site.
- UI and game developer for the Flash platform.

2006 Sep -
2007 Feb

xkoto Inc

Toronto On

Java Developer

- Servlet and JSP programmer for the main product's web-admin application.
- Implemented internationalization, skinning capability, and GUI display of the current database cluster using HTML and AJAX.
- Debugged and implemented new features in the main product line in C.

2006 Jan - May

University of Toronto at Mississauga, Department of Mathematical and Computational Sciences

Mississauga On

Teaching Assistant

- Lead tutorials, helped students, and marked assignments for a course that covered networks, network protocols, client/server socket programming, HTML, XML, JavaScript, CSS, application programming with Perl and PHP, using databases, Java Servlets, Java Beans and JSP.

2005 May - Aug **DesignAxiom Ltd**

Toronto On, <http://www.designaxiom.com>

Summer co-op Flash Developer

- UI developer for a dashboard analytics on top of an internal component framework using FlashMX 2004 and ActionScript 2.

2004 May - Aug **DesignAxiom Ltd**

Toronto On, <http://www.designaxiom.com>

Summer co-op Flash Developer

- Developed UI components for an internal component framework using Flash MX 2004 and ActionScript 2.
- Prototype and UI developer using Flash MX 2004 and ActionScript 2 and 1.
- Back-end programming on top of an internal LiveAxiom application server.

2003 Jun - Aug **University of Toronto at Mississauga, Micro-Electronics Department**

Mississauga ON

Web Designer, Technical Assistant

- Helped the faculty on campus to install new software and set up their workstations.
- Designed the web site for the department along with the graphics using HTML, CSS, and JavaScript. Previously designed web site no longer displayed.

2002 Sep -
2003 May

University of Toronto at Mississauga, Earth Science Department

Mississauga ON

Web Designer

- Designed a front-end for an application/web site, using HTML, CSS, and JavaScript, for the UTMonitor project that gathered data electronically from stations in the field and displayed them in the form of charts. Project web site no longer active.

E D U C A T I O N

2001 Sep -
2006 May

University of Toronto at Mississauga

Honours B.Sc., High Distinction, 3.73/4.0 GPA

Computer Science (Software Engineering Specialist), Minor in Mathematics

P E R S O N A L · P R O J E C T S

You can find my most notable personal work on my web site <http://www.kirillam.com>.