
OLEG ZHUKOV

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Versatile and resourceful C# developer with a combination of strong mathematical and programming skills. In-depth knowledge of Object-Oriented Analysis and Design. Good team player with experience leading small Agile (XP) teams. Enjoy a challenge and eager to learn.

Education

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| Moscow Institute of Physics and Technology (Russia's MIT)
M.S. and B.S. in <i>Applied Mathematics and Physics</i>
Specialization in <i>System Programming</i> | 2001 – 2008
Moscow, Russia |
| Stanford University
Online course: <i>Algorithms: Design and Analysis (part 2)</i>
Certificate of accomplishment | Sep – Oct 2013
Palo Alto, CA, USA |
| Extreme Programming for Developers
Certificate of accomplishment | Jun 2005
Moscow, Russia |
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Professional Experience

Lead Developer & Project Manager SLV-Computer, Ltd.	Nov 2005 – June 2014 Magadan, Russia
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Small company that develops, sells and supports general-purpose accounting software for hundreds of corporate customers.

- Designed and developed next-generation payroll processing application through full SDLC, including requirements analysis, [architecture](#), design, implementation, and testing.
- Created a powerful rules engine that accountants use to meet custom payroll processing needs.
 - [Rule primitives](#) combine into specific rules in countless ways; "Formula" primitive allows arbitrary mathematical expressions.
 - [Rules are chained](#) by specifying dependencies between them. The order of execution is solved for by the topological sorting of the dependency graph.
- Developed a modern UI with data-aware controls that are automatically [constructed](#) and [validated](#) based on the Domain Model.
- Introduced a [Background calculation](#) mode to allow users to work while expensive calculations are performed asynchronously.
- Added an [Infinite Undo/Redo](#) functionality for modifications to the business objects; implemented via in-memory transactions and a caching proxy.
- Achieved a [14-fold increase in the speed](#) of repeated calculations relative to the legacy application. Internally used caching and subscriptions mechanisms.
- Created an XML template-based reporting engine. Also developed an [Interoperability infrastructure](#) for the legacy applications to use the new reporting engine.

Improved all development and IT processes:

- Significantly reduced time-to-market for new features and, by 50%, the number of software defects reaching customers. Introduced automated unit and acceptance tests and Continuous Integration practice. Wrote custom WCF-based communication layer between the CI server and test machines.

Continued...

- Eliminated serious planning errors by introducing Agile (XP) planning techniques. Deployed, configured, and scripted ThoughtWorks Mingle server for planning and tracking via [pithy charts](#).
- Led the creation of the company [website](#). Evaluated and selected a content management system (DotNetNuke). Customized ASP.NET controls, HTML and CSS templates. Solved other higher-complexity IT infrastructure issues.

MVC# – M.S. Thesis Project

Moscow Institute of Physics and Technology

2007 - 2008

Moscow, Russia

- Designed and developed [MVC# – a Model-View-Presenter framework](#) for .NET platform (26K downloads on [SourceForge.net](#)) included in the book [Microsoft® .NET: Architecting Applications for the Enterprise](#) by Dino Esposito.
- Wrote and published several articles on the topic, including highly rated ones on CodeProject.com (parts [1](#), [2](#), [3](#), [4](#)), on AspAlliance.com ([Reworking ASP.NET MVC store with MVC# framework](#)), and in DotNetSlackers.com magazine (parts [1](#), [2](#), [3](#)).

Technical Skills

- **Languages:** excellent C#; also Java, Delphi (Pascal), SQL, OCL.
- **Core Technologies:** Windows Forms, LINQ, TPL, ADO.NET, ASP.NET, WCF, WPF, COM.
- **Frameworks & Tools:** DevExpress components, CapableObjects ECO, NUnit, NHibernate, Reflector, ANTS profiler, Firebird, Jenkins CI server, ThoughtWorks Go CI server, ThoughtWorks Mingle, SmartBear TestComplete suite.
- **Methodologies & Practices:** OO Analysis & Design, GRASP Patterns and SOLID Principles, Design Patterns (GoF), Architectural Patterns (PoEAA), UML, Test-Driven Development (TDD), Agile (XP), Domain-Driven Design (DDD).