

Nicolas Siver

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Objective

Looking for an opportunity to work in an international team, so I can apply my development and management skills to build solid, scalable, well-designed and successful products. My target is to know major programming languages(Java, Objective-C and C#), do new and interesting useful stuff, constantly evolve, invest most of the time in self-education and solve any task creatively.

Experience

Mobile Developer, Runfaces, Kiev, <http://runfaces.com> January 2012-January 2014

- Created flash components: video player based on OSMF; video chats with several implementations, peer-to-peer with fallback and based on Adobe LCCS. Intense work with socket-server and media servers: FMS, Wowza and codec H.264
- Projected RESTful API for every pivot project: Addmeeee, Vtalkie
- Created Android application Addmeeee - social network for sharing contacts with video introduction
- Created Android application Vtalkie - video messenger. Did full development cycle, from the design, and UX to implementation and experimental functional. <http://vtalkie.com>
- Created, implemented UX designs for most products

Versatile Developer, Freelance, Kiev, <http://siver.im> August 2004-Present

- Created near 10 flash based sites and applications with MVCS pattern.
- Created social network on Flash Platform. Works done: simple Vector 3D Engine; comprehensive UI library: widgets, sections, windows to support such big site; OSMF: for video playback; working with Amazon Services (Media streaming); P2P: Video calls and text chat; design data structure; Projected RESTful API.
- Created and designed various HTML/CSS/JavaScript sites with jQuery, Bootstrap
- Created racing game with Alternative3d engine, with real 3d models for cars and tracks
- Created several ActionScript 3 open-source libraries and components: PROFGUI - UI library, supported by FDT; Pathfinder - library for graphs; PROFScript - text animation library; and more...
- Designed and implemented several personal projects from concept through final production with HTML/JavaScript/CSS, ActionScript, Android, Objective-C. Created UI designs, web designs, implemented UX schemes. Created project architecture.

Senior Flash Developer, ATELIER, Kiev, <http://atelier.ua> May 2009 - September 2011

- Created near 15 modular flash based sites. Developed several small games for sites. All sites depend on server-side. Some based on 3D Engines: Papervision, Away3D.
- Led projects with 2 flash animators, 2 designers and PHP developer in team.

Senior Flash Developer, Sasha Primak, Kiev, <http://www.sashaprimak.com> July 2008 - October 2010

- Created e-commerce site based on Flash Platform: dynamic content from the .NET server-side,

- modular system, secure payment system. Took part in projecting RESTful API
- Created flash web-application with server-side based logic for products preview
- Led the project with 2 flash animators, 2 flash programmers, .NET developer and web designer in team.

Flash Developer, Earlier jobs, Kiev, August 2004 - 2008

- Created several ActionScript 2 and ActionScript 3 sites
- Created many flash components for the HTML based sites: galleries, calendars, navigation blocks, video players
- Created free flash components like PROFGallery.
- Created open-source library for path finding.

Skills

- Computer:
 - Programming: Application development with Android/Java, iOS/Objective-C, ActionScript 3 (Flash, AIR), HTML/CSS/JavaScript;
 - IDE: Eclipse, FDT, Android Studio, Xcode, JetBrains products;
 - VC: Git, SVN;
 - Design: Adobe Photoshop, Adobe Illustrator, Adobe Flash, After Effects
- Language:
 - English - professional working proficiency
 - Russian - fluent
 - Ukrainian - fluent

Education

National Aviation University, Kiev, Ukraine

Master's Degree in Aviation and Astronautics, September 2001- February 2007

Qualifying work: "Didactic complex to implement modular technology of training using Web technology (PHP, JavaScript, ActionScript)"

Personal

Highly initiative, responsible, punctual and efficient, able to work well in team and alone on single or several tasks. Capable of learning new technologies fast. Keen on making the knowledge more profound, learning new programming languages and technologies. Focused on results with keeping in mind stability and scalability. Able to manage group of people to reach a goal. Love to create and participate in various open-source projects and libraries. Have blog to share knowledge and well-established solutions.

Hobbies: design, usability, UX, learning new programming languages, video games