

# Ilya Zushinskiy

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**Nationality:** British

## TECHNICAL SKILLS

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- Primary language: Java (8-21).
- Secondary languages: Python; Rust; C#; C++; Haskell.
- Experienced with: TCP, HTTP and WebSockets; Protobuf 3; Mockito and Junit; Git and SVN; Gradle and Ant/Ivy; AWS; SQL.
- Main topics of interest: Code Modularity; Concurrency; Testability; Unit Tests.

## PROFESSIONAL EXPERIENCE

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| <b>2022-Date</b> | <b>Evertz Microsystems, Reading</b> | <b>Team Lead</b>                 |
| <b>2020-Date</b> |                                     | <b>Senior Software Developer</b> |
| <b>2017-2020</b> |                                     | <b>Software Developer</b>        |
- Lead a team of nine for which I priorities, assign and estimate work, tailoring assignment to individual's skill set and development path as well as ensuring long term business continuity.
  - Led the development of over half a dozen features with teams formed across Dev, QA, UX and Product - scoping, architecting and organising work from loose requirements to strict deadlines.
  - Designed and implemented a highly concurrent RESTful microservice capable of dynamic service discovery, with a WebSocket API for push notifications.
  - Extracted a modular library out of a tangled monolithic codebase breaking circular dependencies, introducing thread safety and providing hooks for extension.
  - Set up multi-stage developer hiring process, providing technical questions and evaluation forms for others to follow, as well as leading well over a dozen interviews.
  - Mentored several team members to further their technical development.
  - Wrote detailed documentation via javadocs, API specifications and readme files, and automated the compilation of those resources during the build process.
  - Developed and advocate for best practises in production and test code via wiki articles, presentations, pull request reviews and contributed code.
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|------------------|---------------------------------|-----------------------------------|
| <b>2012-2017</b> | <b>Self-Employed, Tonbridge</b> | <b>Independent Game Developer</b> |
|------------------|---------------------------------|-----------------------------------|
- From ground up designed and implemented an approximately 11 KLOC video game to completion (see [path-of-an-anathema.com](http://path-of-an-anathema.com)) using Java.
  - Maintained and extended code over 250 commits and 5000 file changes via unit testing and intelligent use of design patterns.
  - Integrated the GUI Swing library to run concurrently to the game engine and extended it to perform active rendering.
  - Researched, analysed and modified mathematical systems to produce a variety of bespoke effects in gameplay and content generation components.
  - Sought and received written and spoken feedback from potential clients as well as provided documentation and support for testers.
  - Took on a diverse range of multidisciplinary challenges required for game creation and tailored workflows for each field to increase productivity.

**2011                      Ocado, Hatfield                      Internship Programmer**

- Designed, coded and tested in-house tools to support the Simulations team using C#, Python and SQL, with primary focus on 3D warehouse visualisation.
- Increased code quality in a legacy code base through design patterns and documentation while also delivering functionality to deadlines.
- Liaised with stakeholders to understand the requirements of the software and prioritised tasks for completion depending on the team's needs.
- Worked closely and pair programmed with the new recruit to ease the handover transition for the team and the recruit before leaving.

**EDUCATION**

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**2008-2012                      Imperial College of London, London**

**Degree                      First class Master's degree in Computing**

- Projects undertaken included:
  - Computer Aided Kitchen Sink Design:* Self-proposed 4th year individual project for which I developed software that, using AI techniques and code reflection, synthesised and evaluated new card games; as well as wrote a report detailing the software design using UML and summarising finding.
  - Distributed Whiteboard Application:* Elected group leader for the 3rd year project; managed it through Agile methodology, split the workload and organised meeting; insured the integration of SQL, HTML and ActionScript components, and coordinated input for the compilation of the report.
  - Particle Simulation Optimisation:* Group project for which we optimised software runtime performance; pursuing group and individual investigations, we validated our finding for statistical significance across benchmarks.
- In the final year, worked as University employed paid tutor to a group of 1st year students.

**2005-2007                      Weald of Kent Grammar School for Girls, Tonbridge**

**A-levels:**                      Mathematics (A), Russian (A), Chemistry (A), Physics (B).

**2001-2005                      Sackville School, Tonbridge**

**GCSEs:**                      8 GCSE A-C of which 2 are A\*'s and 3 are A's.

**INTERESTS AND ADDITIONAL SKILLS**

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- Fluent Russian:**                      Maintain fluency in Russian through regular contact with a group of Russian speaking friends and family.
- Energy Market:**                      Have a basic understanding of the commodity trading and an interest in emerging technologies.
- Game Design:**                      Create and run RPG sessions, develop board games and run open source project fork at [github.com/IlyaZu/lesser-remnants](https://github.com/IlyaZu/lesser-remnants).

**REFERENCES**

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Available upon request.

