Ivan Krushkov

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Portfolio: ikrushkov.com
GitHub: github.com/Piperapk

RELEVANT SKILLS

Programming skills and experience:

- Writing efficient, maintainable and testable code for the web, mobile and desktop.
- Designed, built and delivered a full-stack cross-platform mobile app in 6 months. Extensive usage and knowledge gained in JavaScript, Vue.js, CSS and Google Firebase for authentication, NoSQL database and dynamic user storage. Code available on GitHub and the app is available on the Play Store here.
- Use and knowledge of RESTful and GraphQL APIs. Used internally at work and in my projects.
- Knowledge of C++ STL. Created a C++ a STL-style container and mathematical matrix class to support for simple matrix operations. Code on GitHub.
- C# and C++ used in Unity and Unreal Engine for personal game projects. Delivered two game prototypes. One in Unity and C# one in Unreal and C++.

Software development practices:

- End-user feedback plays a major role throughout my projects. Each version goes through video recording tests for usability. Feedback is evaluated and implemented.
- In Scudamore's, using Jira, working with the developers to deploy, debug and test new versions of our in-house e-commerce platform and web portals.
- Using Git and Perforce version control in my open source collaborations on GitHub and my personal projects.
- On my mobile applying step-by-step testing on both physical and virtual devices to deliver iterative customer experience. Using unit tests for my C++ projects.

Communication and collaboration:

- Creating high-level technical requirements and design specifications for Scudamore's internal web-based software.
- Thriving in Agile environment. Using agile methodology both for software development and business at Scudamore's.
- At Scudamore's, I am working directly with external clients on aligning both sides' software needs. Bringing those to life along with our external IT consultant and internal developers.
- Distilling technical problems to possibly non-technical stakeholders.

Responsibility and Leadership:

- Managing engineering and non-engineering teams at Scudamore's to timely and high-quality delivery of projects and products.
- Led, supported and delivered a project for a web-based dynamic asset management system for Scudamore's. Resulting in a successful pivot to the company's business model. Major positive impact across departments and revenue.
- Identified a weakness in Scudamore's practices of booking customers online. Moved all processes on the web by designing a new slot reservation system.
- Within Scudamore's, established better communication between departments by designing a customer manifest website and along with the internal developers deployed it to both departments.

SOFTWARE SKILLS

Programming Languages
JavaScript, TypeScript, C++, HTML, CSS, GraphQL, SQL, PHP

Frameworks and Libraries
Next.js, React, Vue.js, Node.js, Express, NativeScript, Laravel, Tailwind

Platforms and Databases
Google Firebase, PostgreSQL, Vercel, Cloudflare

Productivity
Jira, Git, Perforce Helix Core, Visio

Design
Photoshop, Adobe XD, Illustrator

PROJECTS

Adventureme
Cross-platform app built with Vue, NativeScript and Firebase. Help people share adventures to reduce travel cost.

Matrix Container
C++ STL-like container for mathematical matrix storage and to perform standard matrix operations.

ikrushkov.com
My personal website built with Next.js, Typescript, Tailwind. Using Vercel to deploy on the edge.

OPEN SOURCE

OpenRCT2
Helping the re-implementation of Roller Coaster Tycoon in C++. Successfully added and merged new features.

EDUCATION

2008 – 2011	**Anglia Ruskin University**
	BA (Hons) Computer Games and Visual Effects (2:1, Major Project: A, Final year showreel: A)
	• Technical subjects: 3D Modelling, Scripting, Matte Painting , 2D Compositing
	• Other subjects studied: Film Grammar, Contemporary Film and Video Game Design
2019 Aug	**Econsultancy - Digital Leadership**
	• Learning to drive digital change in my organisation through best-practice methodologies in project management and through data-driven decision making.
2020 Sep – Nov	**Cranfield University – Essential Management Executive Programme**
	• Developed a deeper understanding of the core elements of management for SME businesses. With a focus on addressing strategy, marketing, finance, human resources and personal effectiveness.

PROFESSIONAL EXPERIENCE

2015 Jun - current	**Scudamore's Punting Company Ltd.** – Product and Commercial Manager
	• Creating technical requirements, design specifications and writing user stories.
	• Leading product strategy and underlying commercial plans, ensuring they're communicated and implemented across the organization.
	• Driving engineering and non-engineering teams to timely and high-quality delivery.
	• Liaising with key customers and partners throughout the product life cycle.
	• In-depth market research - customers, competitors and overall market landscape.
2012 Jan – 2015 Jun	**Freelance Visual Effects and Photography / Coaching** (Cambridge)
	• Coaching students in one-off sessions in Visual Effects, Graphic Design, Photography and Illustration
2010 – 2012 Jan	**Envato Pty Ltd. -** *Training Author* (Cambridge)
	• Creating educational tutorial training series for Visualisation, Visual Effects, Game engines
	• Software taught: Nuke, Unreal Engine, Autodesk Maya