

Ivars Akmentins

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Programming Languages

Swift – 4 year
C# – 2 year
AWS (Cognito, DynamoDB, Lambda, S3, SNS) – 3 year
Node.js – 2 year
SQL/MySQL – 4 years
SQL Lite – 4 years
HTML5 – 2 years
WordPress – 1 year
JavaScript – 2 years
CSS – 2 years
PHP – 1 year
Delphi – 1 year
Java – 2 years
C++ – 2 years

Languages

English (fluent)
Latvian (fluent)
Russian (proficient)

Key Skills

Developing
Team Work
Collaborating
Designing
Fast learner
Refactoring
Researching
Analyzing
Agile
Benchmarking
Critical Thinking
Password Recovery
Functions
Backend
Troubleshooting

Education

Lindenwood University
St. Charles, MO, USA

BS in Computer Science, 2014
GPA: 3.04

Self-motivated Software Developer whose qualifications include a degree in computer science, detailed knowledge of software design, development and extensive experience working with clients; Looking for improvements being a great programmer and as a human. Solving new problems and constantly learning is the main goal for me.

Technology Summary

Back End:	Swift, C#, Java, Node.js, C++, Python, Assembly
Server Side:	Cognito, DynamoDB, Lambda, S3, Cognito, SNS, PHP, Delphi, SQL/MySQL/SQL Lite
Front End:	HTML5, JavaScript, CSS
Technology used:	Unity Engine, AWS, Android Studio, XCode, Delphi XE2, Delphi 5, Eclipse, Microsoft Visual Studio 2015, Perforce, IIS, Adobe Dreamweaver, WordPress

Professional Experience

FunGenerationLab,
Riga, Latvia
Software Developer
October 2017 – Present

Working in team of three people of programmers for programming portion of the games. Together evaluating goals, problems, figuring out what programming pattern would help to solve problems and achieve goals. Responsible for all the parts of the games starting from UI screens in the game to the game physics, store, ads. Developing on Unity Engine 2018 and C# (making for android and iOS).

Links to projects:
<http://www.snowtrial.co/>
<http://www.elitetrials.co/>
<http://www.fearlesswheels.com/>

MASS LIFE Inc.
Remotely (personal project)
Software Developer
November 2016– Present

Learning and building from ground up social iOS app, later android app. App is built using Xcode 8 (swift 3). On the back-end using AWS: Cognito as sign up, SNS– sending push notifications to specific device, dynamoDB saving different information for posts, comments, settings, points etc. and lambda (Node.js) using for getting specific triggers from cognito and dynamoDB, to evaluate the data that is sent and deciding what to do with that information, for example post up vote would evaluate who gave the up vote and then give the original post user points on their profile.

FOCUS POINTE GLOBAL,
St. Louis, MO
Software Developer
October 2015 – October 2016

Responsible for developing online surveys, testing surveys, data management, data exporting, helping analyzing data. Developing new survey creation tools, new survey types, new security features. Biggest clients include Target, General Mills, and Philips.

SCHMITT PROFITTOOLS,
Earth City, MO
Software Engineer
June 2014 – July 2015

All user input was calculated using Delphi, then the appropriate function was determined and performed. These actions included; giving the appropriate web page back, saving data in MySQL tables, or connecting to client's ERP systems. Maintaining main software, analyzing, fixing software issues on different servers. Being responsible for software main features implementation. Working in fast paced environment to fix bugs and develop new features for the main product. Assist web development team with finding browser issues. All store functionality was built using Delphi.

Recent Occupational Highlights:

- **Collaborating** with teams/companies from other countries to make/update or change game for their requirements.
- **Adapting** fast working with game engine, such as Unity Engine. Working in a small team to release few games that within few months had more than 500,000+ downloads.
- **Refactoring** older code or reviewing colleagues code to find bugs, make it faster or redo the code, depending on the goal.
- **Creating** reusable code so other parts of the project and another team can reuse it.
- **Optimizing** games, after the release had to go through the code, assets to drop game size, performance and startup of the game. Changed some simple logic in code and optimized images and 3d objects work with object pooling greatly improved the game. For example, before optimizing to start up the game it took around 20 second, after optimizing it took below 10 second.
- **Feedback** from peers and management references my level of work and understanding is at a higher level than what experience in the role permits.
- Work great in **Agile** environment. All the job experiences were in fast paced environment, which made me develop functions in a fast pace, but still making sure it works correctly and I could use same functions for different projects and other clients.
- **Constantly** researching and studying for certification and personal projects made me a great value for the team. Helping and educating senior programmer on new technology that helped to solve some critical problems in code.
- **Database design:** Working with databases every day gave me a lot of knowledge about best practices, optimizing queries, working with stored procedures and finding problems with old database structures and moving to new, improved database structures. Making sure that databases are designed as "future proof"
- **Online Survey Type:** Developing survey type for touchscreen devices, where responded should draw on the device, saving that on the server and making tools to analyze that data for clients.
- **Online Survey Tools:** Responsible for developing technology for creating online surveys faster, developing automated pilot system to simulate respondent, checking logical errors.
- **Web Store Backend:** Responsible for web store functionality, connection with client's Enterprise Resource Planning system, and data movement. Constant debugging of the stores to find their critical flaws, inefficiency, and fixing or redesigning the functions.
- **Search Engine Development:** Leader of research and analysis for best practices to rewrite the search engine and implement it with an existing web store. Moved flat data to dynamic MySQL tables for maximum flexibility. Designing and comparing a new search engine and an old search engine to determine advantages and disadvantages.
- **Upgrading Outdated Web Design:** Collaborated with web development team to create more modern and functional interfaces for web pages. Writing code from scratch in the back end and returning data as JSON object to the front end, which improved the web store speed and flows. This is crucial as to how data is handled. Worked with the web development team to find bugs and improve the flow of the user interface.
- **Troubleshooting Projects:** When the project was done, I tested the program for functionality using various data from the client. In the debug statements, I; saved running times for functions, analyzed if the function has performance issues or any sort of memory leakage. Then I informed my project manager and account manager that project is ready for testing, this enabled them to deliver the test web store to the client for further testing.

References:

- Kim Reale, Sr. VP Operations, Delve; Focus Pointe Global, (314-851-3124), kreale@focuspointeglobal.com
- Andy Zaitsev, Senior Programmer, Delve; Focus Pointe Global, (314-851-3128), azaitsev@focuspointeglobal.com
- Maureen R. Johnson, Project Manager at Schmitt ProfiTools, (618) 210-5151, m.rose729@yahoo.com