



ustinvaskin



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Portfolio



Blog



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- O London, UK
- Oslo, Norway

Expertise

Industry Knowledge

Business Development, Grant-Writing, Research & Strategy, Scrum, SEO, Strategic Planning

Methodologies

Agile, CRUD, ERDs, Extreme Programming, FLUX Pattern, MVC Pattern, OOP, REST, TDD, Wireframing

Front-End

Bulma, Chart.js, CSS3, Figma, HTML5, JavaScript, jQuery, Leaflet.js, Material-UI, ReactJS, Storybook, SCSS, Webpack

Back-End

Node.js, Python

Frameworks

Django, Express, Mongoose

Database

MongoDB, PostgreSQL, SQL

CLI

Bash, Homebrew, npm, yarn

Version Control

Git, Github, Heroku

Interpersonal Skills

Adaptibility, Critical Thinking, Diplomacy, Leadership, Loyalty, Public Speaking

Communication

Russian (Native) English (C2 Proficient) Norwegian (A1 Basic) German (A1 Basic)

Profile

I am experienced in AGILE & SCRUM METHODOLOGIES, CREATIVE CONCEPTION, UI- UX Design, WEB SOFTWARE

DEVELOPMENT. I find coding immensely satisfying and rewarding. I relish the logical and creative challenge that it poses. I am seeking to take the next career step with organisations passionate about their projects. I am looking for a fast pace environment with continuous learning opportunities. My strengths lie in my strong problem solving, communication skills and team working ability. I'm curious and enthusiastic by nature.

Experience

Arundo Analytics, Oslo • December 2020 - Present

Arundo Analytics

Role Front End Developer

Based on SPYRO® Simulation which has got the ability to simulate the performance of any type of radiant coil in commercial use and accurate prediction of yield patterns for feedstocks, current operating conditions, building interface for SPYRO Asset Management with TechnipFMC.

PURPOSE-BUILT FOR HEAVY INDUSTRIES Arundo provides practical software products and services that improve the operation of industrial equipment, systems, and processes through enterprise-scale machine learning and analytics.

Technologies Apache ECharts, Jest, Next JS for SSR, React, Redux, TS

Algorithmicschool • Sept 2020 – Jan 2021

algorithmicschool

Role Part-Time Teacher

At Algorithmics, we want children and adults to learn skills that will help them in the future, no matter what profession they choose later. Our school offers courses where the children learn creative and logical thinking, how to work in teams and much more in an exciting and playful way.

Performed daily code reviews of the students work, ensuring they follow best practices and advising more efficient solutions to problems.

ITMO University, Saint Petersburg • Feb 2020 - Jan 2021

Education

MSc, Computer Science with Data Analytics

March 2021 - Present

University of York

Online, United Kingdom

Postgraduate Diploma in Software Development and Data Analysis September 2020 - November 2020

Saint Petersburg State University (SPbGU)

Online, Russia

Software Engineering Immersive October 2019- Jan 2020

General Assembly

London, United Kingdom

BSc, Project Management Sept 2014 – Jun 2018

Moscow Financial University

Moscow, Russia

BSc Economics

Sept 2014 – Jan 2015

Douglas College

Vancouver, Canada

"Digital Urban Data" • Feb 2020 - Present

ITMO University

Role Front End Developer

The National Center for Cognitive Development (NCCD), ITMO University. The platform is designed to support experts who analyzes the urban environment and identifying urgent urban problems. The platform provides a graphical interface for accessing data on urban objects, as well as models for assessing the urban environment. The program provides display of both static data about the city in the form of geometries and properties of urban objects in graphic and text form, and dynamically generated estimates, providing the functionality of forming user request parameters using graphic elements.

The project, implemented at ITMO University, involves the creation of an informational/ analytical platform that provides relevant urban data and showcases while applying analytical methods.

- Developed methods and services based on AI technologies of a smart city - banking services.
- Developed and adaptation of digital platforms and services in the field of big data, machine learning and cognitive technologies for the needs of scientific, educational and innovative activities of ITMO University.
- Implemented metacognitive technology for managing digital services in a smart city platform.

Technologies Axios, canvasjs, d3, Data Visualization, Figma, Git, GitHub, LeafletJS, Matplotlib, Nivo Charts, Node, NumPy, Pandas, Python, ReactJS, Sass Scikit-learn, SQL, UI, Webpack

Polare Ltd., London • Sept 2020 - Dec 2021

"ANO DO 'RK'" • Sept 2020 - Present

Polare Ltd. UK.

Role Lead Full Stack Developer

A website CRUD Applicatin SPA. Educational Platform for students and teachers on the basis of NPO "Film Republic".

- Used Javascript to interact with the app on the Front-End.
- Implemented MVT architecture.
- Used Django as a back end for the app.

Technologies Axios, canvasjs, Django, Figma, Git, GitHub, Python, ReactJS, UI

Codebar, London/ Helsinki • Apr 2020 – Present

⋄ codebar.io

Role Coach

Certifications & Courses

iOS 13 & Swift 5 - The Complete iOS App Development Bootcamp Udemy, Jan 2020

React - The Complete Guide (incl Hooks, React Router, Redux)

Udemy, Dec 2019

ML Algorithms in Python and R Udemy, Nov 2019

UI Javascript Frameworks

MIPT & Yandex, Moscow Oct 2019

The Complete 2020 Web

Development Bootcamp

Udemy, Sept 2019

Business for NPOs

Centre of Civil Initiatives, Yugra Foundation, Russia, Aug 2018

TCP

BC Construction Safety Alliance Vancouver, Jun 2016

First Aid Level 1

Red Cross Moscow 2017, Sept 2015

Intellectual Property

Urban data presentation interface

Computer Program

fips.ru 2020667603

Author Ustin Vaskin M.

Owner ITMO University

Hobbies

Hiking, Learning, Paragliding, Reading, Volunteering, Writing codebar is a non-profit initiative that facilitates the growth of a diverse tech community by running regular programming workshops.

The goal is to enable underrepresented people to learn programming in a safe and collaborative environment and expand their career opportunities. To achieve this we run free regular workshops, regular one-off events and try to create opportunities for our students making technology and coding more accessible.

General Assembly, London • Oct 2019 - Jan 2020

UstinVaskin-SEI-44-Project-4

"SEI-44" • Apr 2019 - Jan 2020

Role Software Engineering Immersive Student

A full-time student on the Software Engineer Immersive program that includes over 500 hours of professional training taught by industry experts over 12 weeks.

"Q Gen" • Dec 2019 - Jan 2020

♦ https://qbloggen.herokuapp.com/#/
♦ UstinVaskin-SEI-44-Project-4

Individual project | 10 days

Q Gen is a Social Network platform where users can publish, discuss and share ideas, make friends, and create chats. A CRUD application built with ReactJS on the Front-End and Python and Django on the Back-End, using SQL database and Django REST framework.

Technologies Adobe XD, Babel, Bulma, Django, Git, GitHub, HTML, ReactJS, UX, Webpack

"BAMBOOK" • Nov 2019 - Dec 2019

♦ https://bambooklove.herokuapp.com/#/ ♠ andre-urbani/project-3

Group project I 7 days

BamBook is a Full-Stack Web Application for authors and book-lovers that allows users to discuss, books, post their own stories, browse those of others and communicate with each other. It is a CRUD application built with a MERN stack. My main responsibility was to build out the back end: the models, the RESTful API, the User Authentication. On the front end, I was responsible for layouts and forms.

Technologies Adobe Illustrator, Axios, Babel, Bluebird, Bulma, Express, HTML, JavaScript, MongoDB, Mongoose, Node.js, Promise, ReactJS, SCSS, Webpack

SUN & MOON • Oct 2019 - Nov 2019

UstinVaskin/MOON-SUN

Paired project | 4 days.

Keywords

Artificial intelligence, Front-End Developer, Machine learning, Programming, Solving complex problems, Web development This is a Web App that accurately shows the state and phase of the Sun and Moon in any place with a daily-updated horoscope. The project was built in ReactJS using external APIs.

Technologies API, Bulma, CSS, Git, GitHub, ReactJS, UX

FlixBox • Oct 2019 - Nov 2019

UstinVaskin/FlixBox-Movie-Library

Paired project | 5 days.

FlixBox is a Web Site - TV & Movie Database with custom-built filters using Third-party APIs.

Technologies API, CSS, Git, GitHub, ReactJS, UX

Penguin-Game • Oct 2019 - Nov 2019

Individual project | 3 days

It is my variant of Google's Dinosaur Game (T-Rex run!) with an icy twist – controlling the dinosaur (penguin) with a Machine Learning Speech Commands model.

 Designed logic for winning & visually displayed, implemented an ML Speech Commands model, semantic markup for HTML and CSS Technologies CSS3, Git, GitHub, HTML5, JavaScript (ES6), OOP

Sink a ship, baby! • Oct 2019 - Nov 2019

♦ https://ustinvaskin.github.io/Sink-a-ship-baby/
♦ UstinVaskin/Sink-a-ship-baby

Individual project | 7 days

Utilized HTML, CSS and JavaScript to build a grid-based vanilla JS game in the browser (Version of Battleship) in a week. It was my first real-world practice with JavaScript and the DOM.

Technologies CSS3, Git, GitHub, HTML5, JavaScript (ES6), OOP

Department of Education, KhMAD- Yugra • Dec 2017 - Jun 2018

Accessible Education for Children • Dec 2017 - Jun 2018

Role Project Lead

A mechanism of financial support for extracurricular education, designed to explore educational paths. Also allows assigning a portion of financial support for educational courses. The system is also revealing especially popular extracurriculars while also facilitating providers to respond to actual demand.

- Developed the program concept and methodologies for informational and organisational support.
- Collected data on the educational organisations in KhMAD- Yugra.
 Followed a series of meetings and workshops to design a draft

project. Built a prototype and user-tested it. Incorporated user feedback from testing.

- Coordinated with software engineers to implement the datainformed designs and features of the personalised education portal (hmao.pfdo.ru).
- Launched the initial version at a Regional Level.
- The project was later scaled up to a Federal Level.

Technologies A/B Testing - Optimizely, Adobe After Effects, Adobe Photoshop, Adobe XD, Agile CRM, CSS 3, Google Analytics, HTML 5, JavaScript, MySQL, SWOT analysis

FR (NPO) • Nov 2017 - Sept 2019

Co-founder & CEO • Nov 2017 - Jul 2019

Role Co-founder & CEO

Organisation's aim is to enable children with disabilities in Nizhnevartovsk to get involved in film production and theatre.

- Raised ~₱10M (CA\$200K / US\$150K) from private and government sources.
- Planned and executed the production schedule including human and material resources.
- Designed training programs for new employees and ongoing projects to improve effectiveness of existing staff.
- Won 3 municipal and 2 federal awards for "Integration of theatrical and cinema art in the field of education and social adaptation".
- Designed and implemented a diversified financial strategy to provide Film Republic with independence from funders.
- Expanded school by acquiring additional staff and workspace (eventually the whole building) and two other locations.

Technologies A/B Testing - Optimizely, CSS 3, Google Analytics, HTML 5, JIRA, Microsoft Forecaster, SWOT analysis