alexander.goncharov@gmail.com https://github.com/AGontcharov www.alexgontcharov.com

ALEXANDER GONTCHAROV

TECHNICAL SKILLS

Languages: C, Python, JavaScript, HTML/CSS, Java (familiar), MySQL (familiar) Tools/Frameworks: React, Redux, Jest, Flow, Sketch, Node.js, Express, AngularJS, Git, AWS Software Engineering: Scrum, Jira, Bitbucket

EXPERIENCE

Software Developer, Entrust Datacard

Jan 2018 - Present

- Created React components for the IntelliTrust cloud platform using Material Design, Redux and Flow
- Integrated Jest into the build pipeline, and wrote the first unit tests increasing coverage from 0% to 70%
- Decreased time it took to add/edit/remove localization by 90% by creating a Node.js command line interface
- Redesigned over 20 features using Sketch to improve the look and feel of the application
- In charge of the translation process, and occasionally took on responsibilities as the Scrum Master

Teaching Assistant, University of Guelph

Sep 2015 - Apr 2017

- Led Intermediate Programming sessions teaching advance programming concept with C
- Taught Unix/Linux file systems, Makefiles, Scripts, and Git work flow

Open Water Scuba Instructor, Dive Bermuda

Summer 2015, 2016, 2017

• Raised the company's TripAdvisor rating by 15% by achieving 5 star reviews for outstanding service

PROJECTS

Budget Tracker Ongoing

- Implemented a web application that integrates with RBC to track users' budget and uncover insight
- Allows users to sort, filter, and categorize their transactions in a table and to display them in various graphs
- Hosted on AWS using Docker, and built with React, Redux, TypeScript and Material UI

Qlik-Project

- A REST API application that allows users to post, retrieve, select and delete certain messages
- Designed using a MEAN Stack (MySQL, Express, AngularJS, Node.js) with Bootstrap4 for the UI
- Features unit testing with Karma and Jasmine, and End to End testing with Protractor

Dialog System Compiler

- Created an IDE that translates simplified input language into an executable Java GUI program
- Built a Finite State Machine compiler written in C, and a stand-alone compiler written in Lex/Yacc
- Frontend built in Java and connected to the C backend through JNI, including a Bash Script for installation

EDUCATION

Software Engineering Honours Program

Jun 2017

Bachelor of Computing, University of Guelph

ACHIEVEMENTS & EXTRA-CURRICULAR

Explore, French intensive immersion program

Society of Computer Science, Community Liaison

CUSEC, Canadian University Software Engineering Conference

University of Guelph Dean's list

2013, 2015

Jan 2016 - Apr 2016

2017

ADDITIONAL SKILLS

Fluent in French and Russian Excellent communication skills Emergency First AID Instructor