



# Artyom Afanasov

January 3, 1999  
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## Languages

Russian ● ● ● ● ●  
 English ● ● ● ● ●

## Working Experience

03.2021 – now **Software Engineer** Belkasoft

09.2019 – 12.2019 **Junior .NET Developer** KORUS Consulting CIS Ltd.

*ESPHERE Courier*  
Worked with Electronic Data Interchange ( EDI ) on the main company project Esphere Courier ( REST API ), fixing bugs, adding new functionality and refactoring web services. For example:

- Added processing of electronic documents and checking their validity for a specific organization
- Fixed incorrect work with export to Excel
- I myself was founding places in the existing project logic that could be improved, and was carrying out refactoring

Development was carried out in C# , TypeScript .

## Internships

07.2019 – 08.2019 **.NET Developer (Intern)** KORUS Consulting CIS Ltd.

*Project for working with electronic signatures*  
Added functionality to enhance a electronic signature in a company project, using C# , C library , marshalling . Development was carried out through TDD .

*Service Integration*  
Improved the interaction of a company project with the Jivosite API by adding processing of requests and responses from Jivosite API, using MassTransit , as well as their serialization and deserialization. The architecture for adding related functionality has been improved with reflection and Dependency Injection .

## Education

### Study

2017 – now **Bachelor Studies** Saint Petersburg State University  
Software and Administration of Information Systems, Department of Software Programming.





2006 – 2017 **Secondary education** Gymnasium named after A. Green of the city of Kirov  
\* Graduated with a gold medal.

## Online courses

2021 – now **Functional programming via Haskell** Computer Science Center  
Main concepts of functional programming and Haskell.

2020 – now **Introduction to Linux** Bioinformatics Institute  
Basic concepts of Linux.

## Skills

 .NET	<div><div></div><div></div><div></div><div></div></div>
▶ C#	
▶▶ MStest	
▶▶ TPL	
▶▶ DI	
▶▶ Reflection	
▶▶ WPF	
▶▶ Exception Handling	
▶▶ CodeStyle	
▶ F#	
▶ Java	<div><div></div><div></div><div></div><div></div></div>
▶ TypeScript	<div><div></div><div></div><div></div><div></div></div>
▶ VCS	<div><div></div><div></div><div></div><div></div></div>
▶ git, TortoiseGit, GitLab, GitHub	
 Databases	<div><div></div><div></div><div></div><div></div></div>
▶ MsSQL, ORM	
▶ Amazon RDS	
▶ Microsoft Databases	Azure SQL
 CI/CD	<div><div></div><div></div><div></div><div></div></div>
▶ TeamCity, Docker	
▶ Software Design	<div><div></div><div></div><div></div><div></div></div>
▶ UML-diagrams	
▶ Sniffing	<div><div></div><div></div><div></div><div></div></div>
▶ Wireshark, Fiddler, Burp Suite	
▶ Assembler	<div><div></div><div></div><div></div><div></div></div>
▶ Intel x86	
▶ DSP C66x	
 Linux	<div><div></div><div></div><div></div><div></div></div>
▶ bash tools, VM administration	
▶ Jupyter-notebook	<div><div></div><div></div><div></div><div></div></div>
▶ python	
▶ pretty result via Markdown	
▶ Cloud computing	<div><div></div><div></div><div></div><div></div></div>
▶ AWS	
▶ Microsoft Azure	
▶ Information Security	<div><div></div><div></div><div></div><div></div></div>
▶ exploit tools, bash	
▶ virtual machine, network	
▶ Jira	<div><div></div><div></div><div></div><div></div></div>

## About Me

♥ IT, volleyball, calisthenic, piano, guitar

## Projects

2020 – now	<b>Graduation work. Digital forensics application.</b> Closed source project.
2019 – 2020	<b>Term paper. Implementing Asymmetric Marker processing on the C66x DSP.</b> AMP (10.17587/prin.9.156-162) implementation on a specialized DSP C66x processor for communication with ARM. I have studied the architecture of the system on a chip <code>EVMK2H</code> , interaction with SoC through <code>Code Composer Studio</code> , the architecture of <code>C66x DSP</code> processor and <code>assembly language DSP</code> . And then I have implemented the layers of the AMP model in assembly language DSP. And my assembly language implementation turned out to be 1.7 times faster than the C implementation with the <code>-O3</code> optimization.
2019	<b>Term paper. CI/CD pipeline configuration for a microservice architecture web application.</b> During my term paper on the configuration of the <code>CI/CD</code> pipeline for the microservice architecture web application (my role in the project was DevOps) I have automated the entire pipeline (from committing to GitHub to running a microservice in the virtual machine): commit, testing, building a docker-image, pushing the docker-image to DockerHub, connecting to a VM and creating a container. In this work I have used: <ul style="list-style-type: none"><li>• <code>Linux VM machines</code> <code>AWS</code> and <code>Microsoft Azure</code> for hosting and database services</li><li>• <code>TeamCity</code> for pipeline configuration</li><li>• <code>Docker</code> for flexible delivery.</li></ul>
2018	<b>Term paper. Small computer multiplayer game.</b> A computer game that supports multiplayer. And as a developer, I do not need to set up a game server. Each player can be a server, thanks to <code>Photon Unity Networking</code> , therefore people can play any-time. <code>DiffMerge</code> was used to prevent merge conflicts. <code>Unity</code> was a game editor.
2018	<b>Summer SPBU project. Neurointerface for computer control.</b> I have received data of electronic activity of the brain (P300 wave) using <code>the EMOTIV EPOC neurointerface</code> and <code>SDK for neurointerface</code> for <code>C#</code> .