

Artyom Afanasov

A January 3, 1999

Russia, Saint Petersburg, Peterhof

ArtyomAfanasov

@ afanasov.artyom@gmail.com

@patoshca

+7(981)718-54-81

Languages

Russian

English

Work Experience

03.2021 – Software Engineer now

09.2019 – **Ju** 12.2019

Junior .NET Developer

KORUS Consulting CIS.

Belkasoft

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 – **.N** 08.2019

.NET Developer (Intern)

KORUS Consulting CIS.

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 - 2021 Bachelor Studies

Saint Petersburg University

Software and Administration of Information Systems, Department of Software Engineering.

Diploma with distinction.

2006 – 2017

Secondary education Gymnasium named after A. Green of the city of Kirov

* Graduated with distinction.

Online courses

Functional programming via HaskellComputer Science Center Main concepts of functional programming and Haskell.

Introduction to Linux

Bioinformatics Institute

Basic concepts of Linux.

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Skills

.NET

- ▶ C#
 - **MSTest**
 - **b** TPL
 - **b** DΙ
 - Reflection
 - WPF
 - **Exception Handling**
 - CodeStyle
- Java
- **TypeScript**
 - VCS
 - git, TortoiseGit, GitLub, GitHub
- Databases
 - MsSQL, ORM
 - **Amazon RDS**
 - Microsoft Azure SQL Databases
- CI/CD
- ▶ TeamCity, Docker
- Software Design
 - **UML-diagrams**
- Reverse engineering
 - Sniffing
- - Wireshark, Fiddler, Burp Suite
- Assembler

 - Intel x86
 - DSP C66x
- A Linux
 - bash tools, VM administration
- Jupyter-notebook
 - python
 - pretty result via Markdown
- Cloud computing
 - **AWS**
 - Microsoft Azure
- Information Security
 - exploit tools, bash
 - virtual machine, network
- Jira

About Me

TI, volleyball, calisthenic, piano, guitar

Projects

Graduation work. Digital forensics application. 2020 - 2021

Closed source project.

2019 - 2020Term paper. Implementing Asymmetric Marker processing on the C66x DSP.

> 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 EVMK2H, interaction with SoC through Code Composer Studio, the architecture of C66x DSP processor and assembly language DSP. 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 -O3 optimization.

2019 Term paper. CI/CD pipeline configuration for a microservice architecture web application.

> During my term paper on the configuration of the CI/CD 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 virual 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:

- Linux VM machines AWS and Microsoft Azure for hosting and database services
- TeamCity for pipeline configuration
- · Docker for flexible delivery.

2018 Term paper. Small computer multiplayer game.

editor.

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 Photon Unity Networking, therefore people can play anytime. DiffMerge was used to prevent merge conflicts. Unity was a game

2018 Summer SPBU project. Neurointerface for computer control.

> I have received data of electronic activity of the brain (P300 wave) using the EMOTIV EPOC neurointerface and SDK for neurointerface for C#.