Danylo Samedov

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WORK EXPERIENCE

Gedia

Software Engineer   *Jun 2025 - Present*

- Designed and implemented Python RESTful APIs to refine difficulty-metric calculations, improving prioritization accuracy and enabling cross-team task coordination.
- Developed Python automation tools to eliminate repetitive tasks, accelerating workflows and reducing manual errors.
- Evaluated and selected optimal Android tech stack for a machine serviceability tracking app, identifying and mitigating potential performance and integration risks

PROJECT EXPERIENCE

Personal Projects

Codenames Website (Full-Stack Web Project)

- Developed a web-based implementation of the popular board game Codenames.
- Tech stack: Python, Django, MySQL, JavaScript, WebSockets, HTML, Tailwind.
- Deployment: Ubuntu, Docker, Git, Nginx, CI/CD.

E-Casino Data Analysis

- Evaluated randomness of outcomes in e-casino and explored predictability using statistical methods.
- Tech stack: Python, Pandas, NumPy, API integration.

Discord Music Bot

- Created a music bot that plays songs from YouTube with queueing, looping, and auto-outro features.
- Tech stack: Python, Discord API, YouTube-DL, FFmpeg.

Server Tracker

- Developed a Telegram bot for tracking player activity on a Minecraft server.
- Notifies users when friends log in or out.
- Tech stack: Python, Telegram API.

EDUCATION

University of Zielona Gora

Computer Science & Econometrics   *Graduation Date: Jun 2026*

BroBots School of Engineering

Computer Science & Electrical Engineering   *Graduation Date: Jun 2023*

SKILLS

Languages: Python, Java, JavaScript

Frameworks|Web: Django, REST, HTML/CSS, WebSockets, Telegram

Data|Testing: Pandas, NumPy, Matplotlib, Sklearn, Pytest

Databases: MySQL, PostgreSQL, Redis

DevOps: Docker, Linux, Servers, Git, GitHub Actions

LANGUAGES

- English B2+
- Polish C1
- Ukrainian Native