DENNIS KRASNOV

Software Engineer

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PROGRAMMING

Java, Kotlin, Spring

Python, Flask

HTML/CSS, JS, TypeScript

React, Svelte, JSP

Dart, Flutter

Rust, C++, C

PostgreSQL, Redis, Firestore

TECHNOLOGIES

Linux, Docker, Kubernetes

GCP, AWS, Digital Ocean

Git, CI/CD, Bash scripting

SKILLS

Full-stack Development

Gathering Requirements

UI/UX Design

Mobile Applications

Test-Driven Development

LANGUAGES

Native English

Native Russian

DELF B2 French

HOBBIES

Powerlifting

Nutrition

Board Games

WORK

Ultimate Software
Software Engineering Intern — *Sep 2019 – Dec 2019*
- Developed authorization microservices in identity platform team
- Modified critical identity gateway serving 51M users, added permissions claim to JWT, refactored to prevent zero trust authorization recursion
- Identified production-level architecture issue in event sourcing which would break future migrations, documented and escalated to tech lead
- Java, Axon Framework, Spring, CQRS, event sourcing, ForgeRock IG

Krasnov Tech
Self-Employed Freelance Developer — *Jun 2018 – present*
- Founded business, acquired customers, built projects start to finish:
- sgbiotec.com is an online store selling lab-grade fluorescent proteins
- Pocket Trade Show is a web/mobile tradeshow platform for salesmen
- React, MobX, Shopify storefront API; PHP 7, jQuery, MySQL, AWS S3

PROJECTS

Diet Driven
- Event-driven calorie counter mobile app for iOS, Android, web
- Conducted usability studies, designed UI and system architecture
- Created gRPC-based streaming backend, reactive state management
- Flutter, Dart, Kotlin, Axon Framework, event sourcing, CI/CD, ScyllaDB

Neural Network Driving
- Won gold at Canada-Wide Science Fair, shortlisted for Intel International Science Fair, and met Justin Trudeau at invite-only PM's Science Fair
- Created autonomous car simulation trained with reinforcement learning
- Built physics engine, UI, and machine learning algorithm from scratch
- Java, JavaFX, ANN, neuroevolution, multi-threading, batch-processing

Chess
- Won school's computer science Course and Department Awards
- Created complete game of chess with clean object-oriented architecture
- Implemented recursive win-checking, game replay, 4 AI algorithms
- Java, Swing, animation, game theory, alpha-beta pruning

EDUCATION

University of Waterloo
Bachelor of Computer Science, honours co-op — *Sep 2018 – Apr 2023*
- Coursework: data structure analysis, OOP programming in C++, algorithm analysis, operating systems design, computer architecture