DENNIS KRASNOV

Software Developer

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PROGRAMMING

Java, JavaFX, J2EE, Spring
Python, Flask
HTML/CSS, JS, React
Dart, Flutter
C++, C
SQL, Firestore NoSQL

TECHNOLOGIES

CI/CD, Docker, Kubernetes
GCP, AWS, Digital Ocean
Linux, Bash, Git

SKILLS

Full-stack Development
Gathering Requirements
UI/UX Design
Mobile Applications
Test-Driven Development

LANGUAGES

Native English
Native Russian
French DELF B2

HOBBIES

Powerlifting
Nutrition
Board Games

WORK

Ultimate Software, Toronto   *Sep 2019 – Dec 2019*
Software Engineering Intern
- Developed authorization microservices in identity platform team
- Added permissions claim to JWT for identity gateway to be used for all requests by 51M users; refactored to avoid authorization recursion
- Researched performance of event sourcing aggregate replay, discovered major architectural flaw, escalated to the tech lead
- Java, Axon Framework, EDA, CQRS, event sourcing, ForgeRock IG/AM

Krasnov Tech, London   *Jun 2018 – Aug 2019*
Self-Employed Freelance Web Developer
- sgbiotec.com is an e-commerce store selling fluorescent proteins
- Pocket Trade Show is an online tradeshow platform for salesmen
- Founded business, acquired customers, built projects start to finish
- React, MobX, Firestore, Shopify API; PHP 7, jQuery, MySQL, AWS S3

PROJECTS

Diet Driven   *Dec 2017 – present*
- Highly customizable calorie counter mobile app for iOS and Android
- Designed UX, architecture, reactive stream-based state management
- Created serverless backend, automated tests, imported CNF database
- Flutter, Dart, BLoC, Rx, Firebase, CI/CD, Cloud Functions

Neural Network Driving   *Feb 2017 – Jun 2017*
- Autonomous car simulation trained with reinforcement learning
- Built physics engine, UI, and machine learning algorithm from scratch
- Won gold at Canada-Wide Science Fair, shortlisted for Intel International Science Fair, and invited to Prime Minister's Science Fair
- Java, JavaFX, ANN, neuroevolution, multi-threading, batch-processing

Chess   *Dec 2016 – Jan 2017*
- Complete game of chess with clean OOP architecture
- Implemented recursive win-checking, game replay, 4 AI algorithms
- Won school's computer science Course and Department Awards
- Java, Swing, animation, game theory, alpha-beta pruning

EDUCATION

University of Waterloo   *Sep 2018 – present*
2B Honours Computer Science
- Took CS 240 - data structures and algorithm analysis, CS 241 - building a sequential compiler, CS 246 - OOP programming in C++