
Trifonov Dmitrii

Software Developer

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ABOUT ME

I'm a software developer from Moscow, RU. I'm a passionate lover of computers and computer science. I have strong skills in testing microservices systems. I really like backend development and making contribution to different open-source projects (Added initial cyrillic support to <https://github.com/SerenityOS/serenity> and made small fixes to alpha-channel clipping to <https://github.com/godotengine/godot> and added linux port for <https://github.com/arevi/bermuda>).

Also made some video games as a hobby (both for iOS and Android).

SKILLS

Strong knowledge in software testing and have software development skills.

Experienced at:

- Golang
- Kotlin
- Java
- Python
- GitLab CI/CD
- Docker
- Kubernetes
- Microservices
- E2E and Integration testing
- Unit-testing
- gRPC and REST
- Elasticsearch
- Apache Kafka
- memcached
- Redis
- PostgreSQL
- Clickhouse
- TDD

WORK EXPERIENCE

Tinkoff Bank, Moscow – *Senior Golang Software Developer*

FEBRUARY 2023 – CURRENTLY

- Creating an Open Banking API
- Stack:
 - Golang
 - GitLab CI/CD
 - Kubernetes
 - PostgreSQL
 - Redis
 - Swagger
 - Apache Kafka
 - gRPC
 - Protobuf
- Work on several services

SberMegaMarket, Moscow – *Senior Golang Software Developer*

JUNE 2022 – FEBRUARY 2023

- Design and development ads system for SberMegaMarket including advertiser system, services for real time bidding ads auctions and static ads, and services for processing and gaining ads analytics data.
- Stack:
 - Golang
 - GitLab CI/CD
 - Kubernetes
 - PostgreSQL
 - Redis
 - Elasticsearch
 - Swagger
 - Apache Kafka
 - gRPC
 - Protobuf
- Work on gRPC-gateway service
- Work on advertisement widgets service to provide ads to frontend
- Developed several cli tools and scripts for testing and debug purpose

Ozon Technologies LLC, Moscow – *Golang Software Developer*

AUGUST 2021 – JUNE 2022

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- Design and development services for advertisement engine, getting adv statistics and attribution
 - Implemented real time bidding algorithms for various advertisement types (such as media and product advertising)
 - Stack:
 - Golang
 - GitLab CI/CD
 - Kubernetes
 - PostgreSQL, Clickhouse
 - memcached, Redis
 - Apache Kafka
 - Development of several small cli-tools for benching, testing purposes and services as cli-utils
 - Work on gRPC services
 - Work on advertisement widgets service to provide ads to frontend

Ozon Technologies LLC, Moscow – *QA Automation Engineer / Software Developer in Test*

AUGUST 2020 – AUGUST 2021

- Design and development of autotests for microservices running in pipelines
- Design and development of services for advertising feeds monitoring
- Development of several small cli-tools for testing purposes
- Work on production code and services bugs fixes
- Work on gRPC services testing
- Work on integration tests for a service that uses Apache Kafka running in pipeline

SBI Bank LLC, Moscow – *QA Automation Engineer / Software Developer in Test*

AUGUST 2019 – AUGUST 2020

- Design and development of a service for loans UUID generation
- Design and development of a test system for automated loans approval system, written in Kotlin
- Development of several small tools for testing purposes and reports generation
- Rewrite of a test system into Golang

PJSC MOESC, Moscow – *Automation Engineer*

SEPTEMBER 2016 – AUGUST 2019

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- Work with IEC protocols for Industrial Automation
 - Work with SCADA-systems
 - Work with Linux and Solaris servers
 - Work with PLC and RTU controllers
 - Development of some in-house tools for protocol analysis, written in C

OJSC Russian Railways, Moscow – *Computer Graphics Engineer*

SEPTEMBER 2013 – AUGUST 2016

- Work with computer graphics and 3d rendering
- Work with various image editing programs such as Adobe Photoshop, Adobe Illustrator
- Work with 3d-rendering software such as Maya and Blender
- Made some Python add-ons and scripts for Blender

OPEN SOURCE

My GitHub page

<https://github.com/DmitriiTrifonov>

Projects contributed:

1. Serenity OS

<https://github.com/SerenityOS/serenity>

Added initial cyrillic support

2. Godot Engine

<https://github.com/godotengine/godot>

Made small fixes to alpha-channel clipping

3. Bermuda

<https://github.com/arevi/bermuda>

Added linux port

EDUCATION

Russian University of Transport (MILT), Moscow – *Master in Computer Science*

SEPTEMBER 2017 – MARCH 2020

Security in business application development

Russian University of Transport (MILT), Moscow – *Bachelor in
Computer Science*

SEPTEMBER 2012 – JUNE 2017

Information Networks

LANGUAGES

Russian – native,

English – upper-intermediate

SERTIFICATES

Coursera:

- Web-services development with Go

<https://coursera.org/share/0e98b955fe062cf56a0e692d10d73e28>