IRINA SHUKSHINA

+7(937) 511-7822 ⋄ Saint-Petersburg, Russia

shukshinairi@yandex.ru ⋄ github.com/IrQW

EDUCATION

ITMO University   2019 – 2023
Bachelor of Information Systems and Technologies   Saint-Petersburg, Russia

SKILLS

Programming Languages	Javascript, HTML, CSS, Java, C++
Frameworks	Node.js, Spring, Spring Boot
Tools	Git
Languages	Russian(Native), English(B1)

PROJECTS

"SportClub" website Java, Node.js, PostgreSQL, Prisma

- The web application being developed is a prototype of a sports club website. It's possible to browse and manage content within the site - to create/delete rates, clubs, activate rates. The administrator also has the ability to send notifications in real time.
- The project uses a stack of standard technologies typical of Most web applications: HTML, CSS, Javascript.
- Heroku cloud service is used as a hosting service.
- As a description of the program interface a tool was chosen, The Swagger was chosen as a description of the program interface.%.

Web Quiz Engine Java, Gradle, Spring Boot, Spring Security, H2

- This project developed a multi-user web service for creating and solving quizzes.
- The ability to add/remove questions, answer and then see the results is implemented. Authorization and authentication of users is implemented.

Store Java

- Stores have a code (unique), a name (not necessarily unique) and an address. Products have a code (unique), the name (not necessarily unique).
- Each store has a different price for the product and a certain number of units available (some may not be available at all). of goods (some of the goods may not be available at all).
- Methods are written for the following operations:
    - Create store
    - Create a product
    - Load a batch of goods into the store (a set of goods-quantity with set/change price)
    - To find out which goods can be bought for a certain amount
    - Buy a batch of goods in the store
    - Find which batch of items (a set of items - quantity) has the smallest amount (in total)

Reports Java

- Multilayer architecture implemented

- The mechanism for automating the creation of reports on the work done by the team The mechanism for automating the creation of reports on the work done by the team over a certain period of The system of managing the tasks used by the team. One of the team members is a team leader, He prepares a final report on the team's work at the end of each sprint.

WORK HISTORY

Yandex.Market Intern — Java   September 2021 - December 2021

- Java back-end, worked with Spring, PostgreSQL, Oracle, Mockito
- Writing a service that handled store promotional codes, and tests for it.