Zdanovitch Nikita *Full Stack Software Developer*

Buenos Aires • Argentina
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Summary

A Computer Science student at the Faculty of Exact and Natural Sciences of the University of Buenos Aires, I also have 4 years of experience working in software development. I am constantly looking for problems to puzzle my mind, so I can use them as an excuse to not sleep and solve them. I am always looking for new technologies to try and explore innovative ways to develop software. I'm interested in working professionally in the ambit of R&D and game design, since nowadays it already is a hobby in my spare time.

Knowledge

Specialized in: Programming in Python, C# and Javascript. Software design and architecture. Unix, virtualization and continuous integration.

With experience in: Programming in C/C++, Haxe, PHP, Node, Haskell and Java. LaTeX. Game development. Frontend development with HTML5, CSS, Less/Sass, JQuery, Ember.js and Meteor.js. Sql databases and MongoDb.

Languages: Spanish *(native)*, Russian *(native)*, English *(intermediate)*, Portuguese *(basic)*.

Academic Formation

Faculty of Exact and Natural Sciences of the University of Buenos Aires
Undergraduate Bachelor of Computer Science *2013 – Today*

Technical High School Nº1 'Otto Krause', Buenos Aires
Electronics technician *2007 – 2012*

Courses
Protecting the data confidentiality and integrity on the web *2015*
ECI, dictated in the Faculty of Exact and Natural Sciences of the UBA

Current methods on machine learning *2014*
ECI, dictated in the Faculty of Exact and Natural Sciences of the UBA

Graph-based Representation and Reasoning in Artificial Intelligence *2013*
ECI, dictated in the Faculty of Exact and Natural Sciences of the UBA

Java programming course *2012*
'Digital Natives' program, dictated in the ET Nº1 'Otto Krause'

Experiencia laboral

Trocafone S.A.
Full Stack Developer *2016 – Hoy*
I'm currently working at one of the must successful e-commerces in Brazil, using a wide stack of technologies like Python, PHP, Node and Docker

Infobiz S.A.
Software Developer *2013 – 2016*
Worked on software and games for video lottery systems, using technologies like .Net/Mono and HTML5

Exo S.A.
Trainee Software Developer *2013*

Urban Technologies
Freelance Software Developer *2013 - 2014*
I developed a turn management system for queues and waiting rooms, made in Python with HTML5 frontend

Other Experiences and Projects

Nirvana Sky
Mobile videogame for Global Game Jam *2016*
Developed in 48 hours with Godot Engine

Triple Quest
Mobile videogame for Global Game Jam *2015*
Developed in 48 hours with Unity3d

National Olympiad of Electronics and Telecommunications
Double Gold Medal in theoretical competition *2012*
In individual and group competition, held in Blas Pascal University, Córdoba, Argentina