

# Zdanovitch Nikita *Full Stack Software Developer*

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Buenos Aires • Argentina

Nationality: Argentinian / Russian • Marital status: Single

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## Summary

A Computer Science student at the Faculty of Exact and Natural Sciences of the University of Buenos Aires. Nowadays I have 7 years of experience working in the area of software development.

On the one hand, I have special academic interest in the field of artificial intelligence, particularly KR and

learning theory. On the other hand, I am passionate about software architecture and meta programming.

Much of my spare time goes to chimerical projects which work as fuel for learning and one of my goals is to dedicate myself to combine science and playful experiences.

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## Academic Formation

Faculty of Exact and Natural Sciences of the University of Buenos Aires

**Undergraduate Bachelor of Computer Science**

2013 – Today

Technical High School N°1 'Otto Krause', Buenos Aires

**Electronics technician**

2007 – 2012

Courses

**Java programming course**

2012

'Digital Natives' program, dictated in the THS N°1 'Otto Krause'

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## Knowledge

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

**With experience in:** Programming in C/C++, Haxe, Haskell, Java, Node, PHP, Node and Prolog.  $\LaTeX$ , OpenNLP and Protobuf. Videogame development. Frontend development with HTML5, CSS, Less/Sass, JQuery, Ember.js and Angular. Sql and Mongo databases.

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

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## Working Experience

ADGS

**Software Developer**

2019 – Today

Ontologies for semantic analysis engine in .Net [↗](#)

Trocafone S.A.

**Full Stack Developer**

2016 – 2018

ERP system in PHP and stock management microservice in Python and Docker

Infobiz S.A.

**Software Developer**

2013 – 2016

Software and games for video lottery systems using .Net/Mono and HTML5 canvas [↗](#)

Exo S.A.

**Trainee Software Developer**

2013

Urban Technologies

**Freelance Software Developer**

2013 - 2014

Turn management system for queues and waiting rooms, made in Python and HTML5 [↗](#)

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## Other Experiences and Projects

Poncho II: Pónchosis <a href="#">↗</a>	
<b>Mobile videogame for Global Game Jam</b>	2018
Developed in 48 hours with Unity3d	
Nirvana Sky <a href="#">↗</a>	
<b>Mobile videogame for Global Game Jam</b>	2016
Developed in 48 hours with Godot Engine	
Triple Quest <a href="#">↗</a>	
<b>Mobile videogame for Global Game Jam</b>	2015
Developed in 48 hours with Unity3d	
National Olympiad of Electronics and Telecommunications	
<b>Double Gold Medal in theoretical competitions</b>	2012
In individual and group categories – held in Blas Pascal University, Córdoba, Argentina	