

Zdanovitch Nikita *Full Stack Software Developer*

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Buenos Aires • Argentina

Nationality: 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, 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 N°1 '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 N°1 'Otto Krause'

Working Experience

Trocafone S.A.
Full Stack Developer 2016 – Today
I'm currently working at one of the most 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 canvas [↗](#)

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