

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.

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'

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*).

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 [↗](#)

Other Experiences and Projects

Poncho II: Pónchosis [↗](#)

Mobile videogame for Global Game Jam

2018

Developed in 48 hours with Unity3d

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 competitions

2012

In individual and group categories – held in Blas Pascal University, Córdoba, Argentina