Zdanovitch Nikita *Full Stack Software Developer*

Buenos Aires • Argentina
Nationality: Argentinian / Russian • Marital status: Single
Phone: +54 911 2403 9260 • Mail: nzdanovitch@gmail.com

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 Nº1 'Otto Krause', Buenos Aires
Electronics technician — *2007 – 2012*

Courses
Java programming course — *2012*
'Digital Natives' program, dictated in the THS Nº1 '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

Inria - Parietal Team
Research Intern — *2020 – Hoy*
Development of a DSL based in natural english for NeuroLang ⊡

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