Zdanovitch Nikita *Full Stack Software Developer*

Buenos Aires • Argentina
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Summary

Passionate about my work, I'm a software developer with almost 10 light-years of mileage. My deepest and most peculiar interests seems to be always aligned with knowledge representation, learning theory, games or all of them at the same time.

I am constantly looking for problems to puzzle over, so I can use them as an excuse to not sleep and learn new things. Aligned with that, I'm always looking for new technologies to try and explore innovative ways to develop software.

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

Software Engineer *Oct 2020 – Today*
Trocafone S.A.
As a software engineer at Trocafone my work consists mostly on developing features for the in-house ERP software.

PHP - Laravel - Postgres - Typescript - Node.js - NestJS - Jenkins - Docker

Inria - Parietal Team
Research Intern *Mar 2020 – Sep 2020*
As a research intern at the Parietal team my goal was to develop a domain specific language based on natural English to use as an interface to NeuroLang. Neurolang is an open-source python library that enables the analysis of neuro-imaging data through probabilistic logic programming. It seamlessly allow to combine, images, databases, and ontologies within a single framework.
During my internship I studied how to translate sentences from a subset of first order logic into datalog and then how to interpret a controlled subset of English grammar into the former subset using discourse representation theory.
I developed a module in Python for the NeuroLang package consisting of an implementation of a non-deterministic parser and the transformations required for a small subset of the query language. It is sill an ongoing work and part of my computer science thesis at University of Buenos Aires.

Python - NeuroLang - Datalog - DSL - Open Source

ADGS
Software Developer *Nov 2018 – Feb 2020*
As a software developer at ADGS I worked helping to develop an unstructured search, semantic extraction and machine learning framework called TASMO. My job consisted primarily on developing a set of criteria for entity extraction from unstructured text and for connotation analysis for medical, financial and legal texts.

C# - .Net Framework - Solr - OpenNLP - GATE - AWS - Azure

Trocafone S.A.

Full Stack Developer
Jun 2016 – Jan 2019

As a software developer at Trocafone my work consisted mostly on developing features for the in-house ERP software. My focus was given to create opportunities of technological improvement seeking better efficiency in the SCM area. Between one of the biggest projects I had the pleasure to work on was the development and deployment in production of a microservice to centralize stock management.

PHP - Laravel - Python - Flask - Postgres - Jenkins - Docker

Infobiz S.A.

Software Developer
Nov 2013 – Feb 2016

As a software developer at Infobiz (now Interprod) I helped with the development of the Ticket Games system and some of the games that run on it. Ticket Games is a system similar to a slot machine but with a pre-printed outcome ⌞ .

Some of my contributions to the project where the following:

Developed a library to print tickets on proprietary printer hardware and interface with anti-tampering sensors Developed a GTK# application for the management of fonts and images loaded to the printer Developed a dashboard with Ember.js for monitoring hardware status and system events in the machines Collaborated with the architecture design of the whole system Developed and maintained a CI pipeline for various projects

Apart from the work on Ticket Games, I worked on the migration from VB to VB.NET of an accounting software solution for gas stations.

C# - .NET Framework - Mono - GTK# - Ubuntu - HTML5 - Jenkins - Ember.js - VB.NET

Exo S.A.

Trainee Software Developer
Mar 2013 – Jun 2013

As a trainee developer at EXO I had the pleasure to work with and learn from a small but very talented team helping to customize open source educational software.

Python

Urban Technologies

Freelance Software Developer
2013 - 2014

Turn management system for queues and waiting rooms, made in Python and HTML5 ⌞ .

Python - Flask - SqlServer - Unix

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