

Zdanovitch Nikita *Full Stack Software Developer*

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Buenos Aires • Argentina

Nationality: Argentinian / Russian • Marital status: Single

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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 my mind, so I can use them as an excuse to not sleep and try to solve them. 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 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

Trocafone S.A.	
Software Engineer	Oct 2020 – Today
ERP system in PHP and stock management microservice in Python and Docker	
Inria - Parietal Team	
Research Intern	Mar 2020 – Sep 2020
Development of a DSL based in natural english for NeuroLang ↗	
ADGS	
Software Developer	Nov 2018 – Feb 2020
Ontologies for semantic analysis engine in .Net ↗	
Trocafone S.A.	
Full Stack Developer	Jun 2016 – Jan 2019
ERP system in PHP and stock management microservice in Python and Docker	
Infobiz S.A.	
Software Developer	Nov 2013 – Feb 2016
Software and games for video lottery systems using .Net/Mono and HTML5 canvas ↗	
Exo S.A.	
Trainee Software Developer	Mar 2013 – Jun 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