



CHRISTINE MIAEKIVI

JUNIOR SOFTWARE ENGINEER

CONTACT

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📍 Poland

EDUCATION

2020 - 2024

ST. PETERSBURG
ELECTROTECHNICAL
UNIVERSITY "LETI"

- Bachelor of Science in Electronics Engineering (Electronics and Nano-electronics)

SKILLS

- JavaScript ES6, TypeScript
- Angular, RxJs, NGRX
- HTML 5, CSS 3, SEO
- Responsive Web Design
- REST API, SOAP API
- SCSS, Tailwind
- Git, GitHub, GitLab
- Supabase, Firebase
- Jira, SCRUM
- C, Multithreading
- Data structures
- ESP32, Arduino
- TCP, UDP, HTTP, Networking
- Problem Solving
- Teamwork & Collaboration
- Attention to detail

LANGUAGES

- English (Fluent)
- Russian (Fluent)
- Polish (A2)

PROFILE

Motivated and detail-oriented Junior Software Engineer with solid experience in embedded C programming and modern frontend development using Angular. Currently expanding expertise in frontend technologies, aiming to transition into a full-time frontend developer role. Skilled in building scalable, responsive web applications, real-time communication tools, and cross-platform utilities. Demonstrates strong problem-solving skills, clean architecture practices, and a passion for creating seamless user experiences. Eager to contribute in collaborative teams and continuously grow within frontend ecosystems

WORK EXPERIENCE

EPAM Systems, Inc.

2025.06 - PRESENT

Frontend Intern (Angular)

- Participated an intensive, hands-on internship program focused on modern frontend development using Angular.
- Built a full-featured web application for course creation, editing, and display, as the capstone project of the program.
- Collaborated using Git, Angular CLI, and modern development workflows including feature branching and code reviews.
- Utilized RxJS for reactive programming and efficient asynchronous data handling.
- Implemented user authentication, route guards, and dynamic routing using Angular Router to manage secure and conditional access.
- Applied NGRX Store for global state management.
- Implemented a responsive user interface that closely followed Figma design specifications, ensuring visual consistency and alignment with the product vision.

VestaTel

2024.05 - 2025.05

Junior C Software Engineer

- Vesta-IoT:
 - Contributed to the development of Vesta-IoT - an industrial IoT device, helping build reliable, network-connected embedded firmware from scratch. Delivered features for sensor integration, network communication, and secure web interface. Worked in a fast-paced, cross-functional environment with real hardware.
 - Developed firmware in C for ESP32 with FreeRTOS and Arduino framework.
 - Integrated multiple I2C sensors (CO₂, light) and SPI Ethernet (W5500) module.
 - Built relay control library with manual, scheduled, and sensor-triggered modes.
 - Added SNTP time sync, in-memory logging, TCP/UDP client/server tasks.
 - Developed secure Web UI with HTTP authentication, session handling, and dynamic sensor visualization.
 - Implemented SOAP server API for external sensor/relay access.

HOBBIES

- Roller Skating
- Billiard
- Knitting
- Painting
- Digital art

Personal Projects

Learning purposes

- Voiccom Internet Walkie Talkie
 - Developed a desktop application for real-time push-to-talk voice communication using TCP networking over Internet.
 - Built the backend in C, handling audio data transmission and connection logic over TCP/IP
 - Designed and implemented the graphical user interface using Visual Studio
 - Enabled real-time voice capture and playback with low latency for seamless communication
 - Focused on efficient data handling and user-friendly interaction for desktop environments
- Octopus TicTackToe 🐙
 - Developed and designed TicTackToe app in Octopus theme using Angular 19 framework
 - Built a modular and scalable architecture for custom board sizes and flexible win condition rules
 - Implemented component-based UI and state management for a responsive and interactive user experience
 - Initiated backend integration to support multiplayer gameplay, player history tracking, and performance statistics
- Cross-Platform File Transfer Utility (C / TCP)
 - Developed a command-line file transfer program in C using a custom TCP-based protocol
 - Enabled bidirectional file transmission (send/receive) between client and server
 - Designed the utility to be cross-platform, supporting both Linux and Windows environments
- TFTP File Transfer Utility (C / UDP)
 - Implemented a command-line file transfer tool using the Trivial File Transfer Protocol (TFTP) over UDP
 - Enabled file uploads and downloads between client and server
 - Developed with cross-platform compatibility, supporting both Linux and Windows
 - Ensured protocol compliance and robust handling of timeouts, retransmissions, and packet loss
- Command-Line Text Editor (C/C++)
 - Developed a text-based editor from scratch using C/C++ for the command-line interface
 - Implemented core features such as file opening, editing, saving, cursor navigation, and text manipulation
 - Focused on low-level file I/O, efficient memory management