

Eugene Makunев

Backend Developer

Bishkek, Kyrgyzstan



Hard Skills

Python 3.8+, FastAPI, Flask, Django, Dash
Celery, Pytest, SQLAlchemy, Alembic, asyncio,
subprocess, pandas, aiohttp, Ruff,
BeautifulSoup4
SQL, PostgreSQL, Redis, MongoDB, Google
BigQuery, Clickhouse
Linux, Docker, docker-compose, Git, Google
Cloud, Github Actions, GitLab CI
Postman, Swagger, ngrok
JavaScript, TypeScript, React, SASS

Soft Skills

KISS, YAGNI, DRY principles
Product-first approach, fast MVP development
Communication with business, creation of SRS
and release plans
Understanding of technical debt and justifying
of refactoring tasks
Mentoring and documentation
Protection from overengineering
Clean code and low coupling
Meeting deadlines and status of "done"

Education

Far Eastern Federal University. Bachelor
Applied Computer Science in Business

algorithms, data structures, database systems,
OOP, computer architecture, web
programming, networks and
telecommunications, distributed systems, ai
and machine learning, business management

graduate work - development of a Human
Resources Management System (HRMS) for an
tech enterprise

Languages

Russian - Fluent
English - C1 Advanced

Contacts

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🔗 <https://github.com/LanguidBasil>



LET'S TALK MONEY

Experience

Softorium. Python backend developer *softorium.pro, 10.2023 - current*
Sales analytics platform in a team of 5

Solely created a sales service that united 10+ different analytical reports in one place
Reduced the time required to create a commercial offer from several days to 20 minutes
Developed a tool for generating sales reports by aggregating data from 15+ different tables
Automated the data pulling process from 4 different services on a scheduled basis
Designed a mechanism to specify report coefficients for calculating optimistic and pessimistic scenarios
Optimized the initial page load time from 8 seconds to 0.5 seconds

Tomoru. Python backend developer *tomoru.app, 06.2022 - 10.2023*
No code platform for voip AI bots in a team of 6

Integrated with 7+ third-party services, leading to more than 100 sales each month
Managed data engineering, ETL processes, and analytics that supported 4 restructurings of the sales department in one year
Implemented a scheduling system that tripled the speed of booking a sales manager
Introduced CI/CD processes to deliver new updates to clients within 5 minutes
Prototyped and developed an MVP for a Tinder-like hiring platform
Created a service to generate sales video cases from audio dialogues, saving 2 days of manual work every week

FEIP. Python and JS fullstack developer *feip.io 10.2021 - 06.2022*
CRM for project management in solo

Developed a system for creating and scheduling recurring tasks
Integrated 4 different messaging channels: Telegram, WhatsApp, email, and the client's custom API
Implemented a complex role system, user registration, and email verification
Customized Django's admin interface
Designed the architecture and database from scratch
Deployed and administered the client's website

Game Forest. C# framework developer *gameforest.studio 10.2020 - 10.2021*
Game Framework for match 3 games in a team of 4

Optimized performance by 30% by improving GameObject deletion algorithm
Implemented design patterns such as Observer, Double Buffering, Command, Flyweight, and Object Pool
Developed record tables, player ranking, and achievement systems
Created a system for defining game scenarios and loot probabilities
Balanced game systems and the physics engine

Paper Plane Team. Unity C# developer *04.2019 - 09.2020*
2d metroidvania in a team of 5

Developed a character controller with double jump, coyote time, and acceleration/deceleration mechanics
Implemented random level generation with configurable content
Created AI systems with patrolling and role-based combat functionality
Designed shaders to dynamically highlight areas of interest
Built systems for saving, dialogues, inventory, and achievements