

# Eugene Makunev

## Backend Developer

### Bishkek, Kyrgystan



#### 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

📧 <https://t.me/emakunev>  
✉ [e.makunev@gmail.com](mailto:e.makunev@gmail.com)  
🌐 <https://www.linkedin.com/in/eugene-makunev-b9682b233/>  
🐙 <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*

Worked on sales service that united 15+ 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