

Maksim Anisavets

.NET Developer

+375 (33) 342-82-89

maksanisavetc@gmail.com

Minsk, Belarus

EXPERIENCE

.NET Developer

Avtobus1 ↗

10/2023 - Present

- Successfully integrated multiple external APIs, expanding the ERP system's functionality.
- Developed and optimized new ERP modules, contributing to a more efficient and user-friendly system experience.
- Enhanced test coverage, leading to a significant decrease in production bugs.
- Collaborated directly with clients to gather requirements and deliver tailored solutions.
- Refactored legacy code to improve system stability and performance, resulting in overall better code readability and streamlining data flow.

Full Stack Developer

Autocapital ↗

10/2022 - 10/2023

- Led multiple websites redesigns, significantly enhancing user experience and interface aesthetics.
- Refactored legacy code, improving websites performance and maintainability.
- Developed and implemented new features and functionalities, increasing site usability and user engagement.
- Created responsive web pages, ensuring seamless performance across various devices and screen sizes.
- Built interactive calculators using jQuery, adding value to user experience and increasing visitor interaction.

EDUCATION

Computer Science

BSTU

09/2018 - 03/2022

Secondary Vocational Education

CERTIFICATES

EF SET English Certificate 68/100 (C1 Advanced) ↗

EF Standard English Test (EF SET)

2022 - Present

SUMMARY

Responsible and dedicated .NET Developer with a strong background in maintaining and enhancing complex web and ERP systems. A self-motivated worker who thrives without constant supervision, ensuring tasks are handled efficiently. Known for being a hardworking professional who consistently delivers high-quality results and sees projects through to completion. Adept at collaborating with stakeholders, with a patient and open approach to client communication.

SKILLS

.NET

C#

JavaScript

SQL

Git

NHibernate

JUnit

jQuery

HTML

CSS

LANGUAGES

Russian

Native

English

Intermediate