Neledov Ilya CV

Status: Student, Backend Developer

▶ Fields: Software Development

Loves: Music, Google Search, Stackoverflow, New tech, Learning new stuff

in general

▶ Languages: Russian (Native), English (Advanced/C1), Swedish (Beginner)



Summary

I am a fourth-year software engineering student at ITMO University. At the moment mainly focused on growing backend development skills. On top of that I have interest in cybersecurity.

Tech I know:

- Languages: .NET (C#), Node.js (Typescript/Javascript, NestJS, Prisma ORM), Kotlin, Python, Lua, Bash
- Tools: git, lazygit, GitHub, Docker, PostgreSQL
- Diagrams: PlantUML, Mermaid UML, Visual Paradigm
- ▶ IDEs/Editors: JetBrains IDEs, (neo)vim, VSCode

Experience

06 / 2022 **Software development**

Softwerke

- ▶ Over the course of month have developed a SAPUI5 calendar application that highlights holidays and allows one to choose a range of days to book for a possible vacation
- Link to the repository

Education

2019 - Now Studies for Bachelor's degree in Software Engineering

ITMO University

- ➤ Currently a part of the team researching microservice architecture, DDD and event sourcing. Also part of the team developing own chatting application.
- Designing a database for an dental clinic, developing APIs

Projects

02 / 2022 Nelige (Link to the repository)

ITMO University

- A fullstack web app that simulates an imaginary working warehouse system
- ▶ Backend is written in Typescript, using NestJS and Prisma ORM. Authentication provided by SuperTokens. Frontend is written with Pug templates, Bootstrap and Javascript. Hosted on Heroku.

10 / 2022 Task manager API (Link to the repository)

ITMO University

- A task manager API. Developed as part of software design studies.
- ▶ Written in Kotlin, using Spring. Spring Data JPA alongside Hibernate is used to control Docker hosted PostgreSQL

08 / 2022 Starry Sky (Link to the repository)

- ▶ An app for generating a starry sky for GitHub readme file
- Written in Typescript, using two.js for drawing and node-canvas for headless canvas generation. Hosted on Vercel, using Serverless Functions