

ANDREY «PARSIFAL» KURANOV

Bali, Indonesia · hi@parsifal.dev · https://t.me/parsifal_dev · www.linkedin.com/in/parsifal-dev

EDUCATION

Pskov State University

Bachelor of Science Information Systems and Technologies GPA: 4/5

Pskov, Russia

August 2019 - June 2023

EXPERIENCE

01.tech

Node.js Backend Developer

Remote
September 2022 - February 2026

Dom.rf

JavaScript Fullstack Developer

Moscow, Russia
September 2022 - September 2023

Kotelov

Node.js Backend Developer

Saint Petersburg, Russia
August 2021 - September 2022

Ice Steam Rus

Node.js Backend Developer

Pskov, Russia
June 2020 - July 2021

Civilization VI Hub (pet project)

Node.js Backend Developer

Pskov, Russia
January 2019 - August 2021

SKILLS

Programming Languages: JavaScript, TypeScript

Backend Technologies: Docker, DynamoDB, Express, Grafana, GraphQL, Jest, Kubernetes, MariaDB, Microservices,

Frontend Technologies: CSS, HTML, JQuery, React, Vue.js

Soft: Communication, Problem-solving, Adaptability, Lead

PROJECTS

01.tech *DynamoDB, Grafana, Kubernetes, MariaDB, Microservices, Node.js, Redis, TypeScript, Kibana, Elasticsearch* 01.tech

In the SEO department, I was involved in the development of international high-load full-cycle software products in the field of gambling and betting. I worked in large enterprise teams and participated in the creation and scaling of high-load systems with high RPS. I had experience integrating with payment and gaming services, as well as developing core services for key projects. Main tasks: developing new functionality and supporting existing code; designing and optimizing the architecture of high-load systems; ensuring high fault tolerance and scalability of services; Integration with payment and gaming services; Conducting code reviews, refactoring, and improving code quality; Meeting KPIs for development and implementation of functionality; Development and maintenance of the server side of the application; Scaling the server infrastructure.

Dom.rf *CSS, Express, HTML, JavaScript, JQuery, Node.js, PostgreSQL, React, Redux, Webpack*

<http://www.domrf.ru/>

The system is designed to automate the work of organizations that are developers, regulatory authorities and other participants in the construction of residential buildings with the involvement of citizens' funds within the requirements of Law 214-FZ and other regulatory acts of the Russian Federation.

Kotelov *Docker, JavaScript, Jest, NestJS, Node.js, PostgreSQL, React, Redux, TypeScript* brusnika.ru & proscm.ru & gpbl.ru

Throughout my career, I have participated in the following projects. In teams of 2/2 and 1/1 developers.

Brusnika projects: Development of a personal account for company employees with integration of an internal microservices system and external resources; System for personnel management; Construction site resource management system; Proscm projects: Development of a web application for companies and specialists engaged in the repair and maintenance of facilities; Gazprombank Leasing projects: Development of a web application to optimize and automate the work of Gazprombank;

Ice Steam Rus *AWS, JavaScript, MongoDB, NestJS, Node.js, PostgreSQL, TypeScript, WebSockets*

<https://www.moglino.ru/about/residents/pao-sibirskiy-gostinets/>

Development from scratch of a production automation system for freeze drying of food products. The task of the software was to manage and maintain the entire freeze drying process, as well as collect, store and analyze data. Article about the project: <https://vc.ru/u/578384-dmitriy-hodas/220593-iz-stratosfery-v-kashu-na-zavtrak-sublacionnaya-sushka-na-node-js>

Civilization VI Hub (pet project) *JavaScript, MongoDB, NestJS, Node.js, PostgreSQL, TypeScript*

A chatbot for my non-profit community on the game Sid Meier's Civilization VI. It was originally written in pure JavaScript without frameworks using the MongoDB database. Later it was completely rewritten in TypeScript with the NestJS framework and the PostgreSQL database.