

# Pavel Denisov

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## CAREER OBJECTIVE

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Quality-oriented Applied Mathematical Sciences major (4.7 GPA) currently studying for a master's degree in the Peter the Great St. Petersburg Polytechnic University,, with 3 years of work experience. Aiming to leverage a proven knowledge of desktop technology, e-learning, and programming skills to successfully fill the Middle Development Engineer/Middle Software Engineer/Middle Python Developer/Middle C++ Developer/Middle Backend Developer/Middle Full-stack Developer role at your company. Frequently praised as efficient by my peers, I can be relied upon to help your company achieve its goals.

## EDUCATION

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**PETER THE GREAT ST. PETERSBURG POLYTECHNIC UNIVERSITY,**  
**Saint-Petersburg**

*Baccalaureate/Diploma in ML field Applied Mathematical Sciences Candidate ( Graduated in Jun 2020)*

- **GPA:** 4.7
- **Relevant Coursework:** Python Programming Course, General Linux Course, Own DSL
- **Extracurricular Activities:** Volleyball Club in High School, Computer Graphics Support Group in High School, "CGSG"

## PROFESSIONAL EXPERIENCE

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**Saber Interactive**

**Saint-Petersburg**

*Development Engineer*

*Aug 2018 – Present*

- Collaborate with computer manufacturers and other users to develop new programming methods.
- Consult with managerial, engineering, and technical personnel to clarify program intent, identify problems, and suggest changes.
- Write, analyze, review, and rewrite programs, using workflow chart and diagram, and applying knowledge of computer capabilities, subject matter, and symbolic logic.
- Write, update, and maintain computer programs or software packages to handle specific jobs such as tracking inventory, storing or retrieving data, or controlling other equipment.
- Correct errors by making appropriate changes and rechecking the program to ensure that the desired results are produced.
- Participate in development of resources system for game engine. (C++, Python)
- Develop special program for visualizing current loaded resources like a directed, acyclic graph. (Python)
- Participate in development of company own build system – DevOps specific. (Python)
- Develop the tool for auto-checking files before submitting them to the Git/Perforce. All auto-tests are based on the \*.yaml description files. (Python, PyQt)
- Develop special Celery worker for async tasks of parsing crash reports.
- Improving the GUI of some internal corporate programs. (Python, PyQt)

- Improving the crash report system (C++).

## PROGRAMMING STACK

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Git

C++, C

Python, Django, Django Rest Framework, PyQt, Celery, RabbitMQ, Twisted

SQL, PostgreSQL, MongoDB

Java, Kotlin, Spring Boot

Javascript, CSS, HTML, React.js, Styled Components

Docker, Linux

Dart, Flutter

## ADDITIONAL SKILLS

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- English - Business Level Speaking, Reading & Writing
- Experience in team development
- Experience in development own Neural Networks (specifically autoencoders/gans)
- Fast learning
- Young, forward-looking

## CREDENTIALS AND LICENSES

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- Licensed General Linux Certificate, Stepik
- Licensed Python Programming Certificate, Stepik

## OWN PROJECTS

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- “Game Project” on C++ - something like “Rocket League” – university team project,  
url: [https://github.com/Ppasha9/game\\_project](https://github.com/Ppasha9/game_project)
- “Semantic Gap” problem on Python – check if the chair can be carried throw the doorway on the photo – university solo project,  
url: [https://github.com/Ppasha9/semantic\\_gap](https://github.com/Ppasha9/semantic_gap)
- “GAN Fast Training” on Python – research for acceleration GANs’ training – university Diploma,  
url: <https://github.com/Ppasha9/ganfasttraining/tree/develop>
- “ClassDesc” on Python – own DSL (domain specific language) for autogenerating classes’ source codes on different programming languages (at the moment supports only Python and Java) from classes’ descriptions – university pair project,  
url: <https://github.com/sergeevgk/GA2020/tree/ClassDesc>
- Phone VR Game on C#, Unity – game for phones VR – university team project,  
url: <https://github.com/ik6cgs/3-Days-of-Vanished-REALM>
- Simple telegram exchange bot on Python  
url: [Ppasha9/exchange\\_telegram\\_bot \(github.com\)](https://github.com/Ppasha9/exchange_telegram_bot)
- Mobile application for online flower shop (in development at the time) – Dart (Flutter)  
url: [Ppasha9/flowers\\_app\\_mobile\\_new\\_design \(github.com\)](https://github.com/Ppasha9/flowers_app_mobile_new_design)

- Simple admin panel for online flower shop (in development at the time) – Javascript (React.js)  
url: [Ppasha9/flowers\\_app\\_admin\\_panel\\_at\\_react\\_admin \(github.com\)](https://github.com/Ppasha9/flowers_app_admin_panel_at_react_admin)
- Backend server for online flower shop – Kotlin (Spring Boot)  
First version was written using Python (Django, DRF), but I decided to use Spring Boot.  
url: [Ppasha9/flowers\\_app\\_rest\\_api\\_at\\_convert\\_to\\_spring\\_boot \(github.com\)](https://github.com/Ppasha9/flowers_app_rest_api_at_convert_to_spring_boot)

## ANOTHER PROJECTS

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I'm participating in project MathHelper – special service for education. Teachers create tasks and students solve them. [Math Helper Games](#).

I'm engaged in development of backend and frontend. Backend – Kotlin (Spring Boot) and Frontend – Typescript (React.js).

Frontend repository: [Ppasha9/twf-web-front \(github.com\)](https://github.com/Ppasha9/twf-web-front)

## SOCIAL LINKS

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Github: <https://github.com/Ppasha9>

Email: [pavelvan50@gmail.com](mailto:pavelvan50@gmail.com)