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Ivan Goriakin

23 yrs

Software Engineer



About Me

Hi, my name's Ivan I'm a student at **Tomas Bata University** major is **Software Engineer**.
 The main things about me that I would like to highlight:

- I'm interested and not afraid to take on new projects.
- I'm taking the initiative** Thanks to years of study, internships, and work, I understand how projects live and how people work within projects. That is why I am ready to take on the organization of the team. Figuring out other people's code is not a problem, my mentoring experience has taught me that. The end justifies the means. By this I mean that work for work's sake is not about me, I care about the end result. The ability to work in parallel with **several projects** at the same time.
- Readiness to take responsibility for projects.
- The experience of conducting meetings, as well as the ability to set tasks and competent delegation.
- Ability to work with **deadlines**.

Teamwork, what could be more beautiful?
 During the time I spent in IT, I managed to work on such frameworks as **Scrum** and **Kanban**.

- Languages:
- Russian** - Native speaker
- English** - Intermediate
- Czech** - Intermediate

Work Experience

Agile Kanban

In this project, I worked as a data annotator. My team and I worked on improving unmanned devices.The work was done on our own software. Thanks to frequent meetings with our German colleagues, we were constantly improving the work.Our teams worked on agile. Every day our team processed large amounts of data to achieve quality results.

Agile Scrum PL/SQL PostgreSQL SQL

I got into Raiffeisen Bank as a student. This is the place that showed me the joy of working in a team.Raiffeisen was the first big organization I worked in.The bank has an outstanding IT department, from the very beginning we started working on the Skrum framework.I can distinguish several main stages of development in projects, the day always started with a small meeting,where we had a debriefing, what was done, what was to be done. We were an Oracle development team, for the bank's needs.I used:

- PL/SQL
- PostgreSQL
- SQL

Specialists from the capital came to us all the time to share their experience in both hard-skill and soft-skill.We worked through our tasks and problems with our Scrum master. It also turned out to be the place that taught me how to hold meetings.

Personal Projects

Android Xamarin SQLite SQL C# XAML GitHub Agile Kanban Trello

Like many ideas, these were no exception :)
 The idea to create their own applications originated in the student dormitory, when students from the Faculty of Software Engineering and the Faculty of Design got together.

I had a Japanese language learning application for personal use. After a long talk, it was decided to make an **Android App** for mobile (because it's cheaper and legally easier :)

Next, I took the role, if I may say so, the leader of the team, thanks to the experience I received, it was easy to make a development plan. Immediately it was decided to work on a **Kanban** framework, because I already knew that it is well suited to the implementation of such a project. Initially there were 3 people, two designers and one developer, over time, we began to pull new developers who have never before engaged in any development. Then I took on the role**Mentor**, training new team members was important.

Since the projects came out non-commercial, everyone worked for the initiative and for the CV. I held **meetings** every other day to understand what was done and what still needed to be done. From the beginning we started working with boards, to decompose and consolidate tasks (**Trello**). We used **GitHub** to share code. From the beginning we decided to use**Xamarin** technology based on the **C#** language. During the development we needed a database, we used **SQLite** library to work with the database.

Summarized, I organized the work of the team of 5 people.
 In the project, I held the position of:

- Developer
- Mentor
- Team Lead

Android Xamarin SQLite SQL C# XAML GitHub Agile Kanban Trello Google Play

The Korean language project was started in parallel with the Japanese language project, and after distributing the workload among the developers, it was decided to start making a second mobile application.

At that time, the Japanese language app was 75% complete, so it was taken as the basis. While writing the project we found bugs and non-optimized places, also a lot of time was given to the adaptivity of the application.

Also the nuances of placing the application on the platform Google Play have been studied. The basic concept of development remained the same as in the first project.

Education

Python C# C Git MySQL SQL SQLite Linux Wolfram Mathematica API HTML Entity Framework GUI CSS Bootstrap JavaScript PHP Laravel WordPress

About University:
 Tomas Bata University is an open and flexible higher education institution, developed in accordance with five central values:

- Entrepreneurship
- Openness
- Usefulness
- Creativity
- Responsibility

This is also one of the reasons why TBU counts among the first higher education institutions in the Czech Republic to be awarded the institutional accreditation. More than 9,000 students study at six TBU faculties. International students coming from all over the world and forming 10 % of the student body help create an international environment at the University.

At the top are the basic skills learned at Tomas Bata University.

C# PHP Git HTML CSS MySQL SQL Bootstrap JavaScript Linux

Omsk Automobile Transport College is an educational institution for training specialists in various fields, one of which is Programming inComputer Systems.

At the top are the basic skills learned at College of Motor Transport.

Hackathon and events

C# Unity Git Itch

About Game Jam:

The hackathon for PC game development, where PC game developers come together to create a game on a predefined theme within 48 hours. Tempted to take part but not sure if it's for you? Participants in game jams are most often programmers, graphic designers, game designers, writers, sound designers and musicians...

At the end of the contest our team won first place with the game Hades Eternal Gift.

A Little More About Me

Before that there was a lot of, I hope, not very tedious information :)
 Now personally about me and my hobbies:
 I like to travel and learn new things, for example now, every summer I try to go to work in America, make new friends and new acquaintances.
 I also really like to drive, last summer I drove from the Canadian border to Washington DC.
 I also like computer games.
 And what stuck in my heart was Japan and its culture.
 I used to play hockey, now unfortunately it is not possible, but in the future I would like to get back into my favorite sport.

To summarize:

Travel Driving Car Computer Games Japan Hockey

Luxoft
Data Annotator
August 2021 - October 2021
<https://www.luxoft.com>

Raiffeisen Bank Russia
Oracle Developer
November 2018 - March 2019
<https://www.raiffeisen.ru/en/>

Kana Practice
By YukiProjects
<https://play.google.com/store/apps/details?id=com.yukiprojects.kanapractices>

Korean Practice
By YukiProjects
<https://play.google.com/store/apps/details?id=com.yukiprojects.koreanproject>

Tomas Bata University in Zlin
Faculty of Applied Informatics
Major: Software Engineering
September 2021 - Present
<https://www.utb.cz/en/>

Omsk College of Motor Transport
Major: Computer Science
September 2016 - June 2020

Game Jam 2023
March 2023
<https://itch.io/hades-eternal-gift>
<https://visiongame.cz>

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