

# David Tchekachev

[tchekda.fr](http://tchekda.fr) | [contact@tchekda.fr](mailto:contact@tchekda.fr) | +33.603.013.666 | [linkedin/david-tchekachev](https://www.linkedin.com/in/david-tchekachev) | [github/Tchekda](https://github.com/Tchekda)

## EDUCATION

### Computer Science Semester

TECHNION

### 2<sup>nd</sup>-year Engineering Student in Computer Science

EPITA

Haifa, Israel | 2022

Lyon, France | 2020 - 2025

## WORK EXPERIENCE

### AMBITION TÉLÉCOM & RÉSEAUX | SOFTWARE DEVELOPMENT INTERN

Saint-Priest, Lyon | Aug 2021

- Collaborated with the engineering team to design an automated tool to process orders faster and regroup all needed data in one place to follow GDPR directives.
- Programmed the main services in **Python** and saving the data in a **PostgreSQL** database. Packaged in **Docker** to facilitate deployments and version upgrades.
- Engineered a detection algorithm that reads emails and scrapes business data from **APIs** and using **Regexs** to grab raw data.
- Used **AWS S3 & SQS** to push/read notifications to automate different tools and send files between different servers.

### AVENIR PLATFORM | FREELANCER

Self-Employed | Mar 2020 - Now

- Developed a complete Web-platform with separate services to run frontend, backend, workers and database.
- Frontend made in **ReactJS** which calls the **REST API** backend coded with **Symfony** in **PHP** connected to a **MariaDB** database stores all users' data.
- Packaged, deployed and orchestrated with **Docker Compose** to ease the development environment setup as well as updates on all client's servers.

### PROGRAMMING MENTOR | CODER-DOJO

Paris | Mar 2015 - Now

- Introducing kids into programming by creating simple games, websites, robots.

## PROJECTS

### OPTICAL CHARACTER RECOGNITION SOFTWARE

C, SDL, GTK, ARTIFICIAL INTELLIGENCE

2nd-year university group project aimed to solve sudokus by loading raw pictures. Image is corrected and processed through multiple filters and then analyzed to detect the grid to be solved.

### VIDEO GAME

C#, UNITY, CI/CD

1st-year university project project to discover team work with deadlines and technical presentations of the project's advancement.

### AVENIR

PHP, TYPESCRIPT, REST API, DOCKER

Designed, developed & deployed a **web-based workflow** for high-school students, parents, teachers and staff (2200 users / school) to manage options and specialties that each student wants to pursue, replacing the current paper-based processing.

### AUTONOMOUS CAR

KOTLIN, PYTHON, RASPBERRY PI, EMBEDDED PROGRAMMING

High school engineering project: Self-driving car equipped with sensors, managed by a RaspberryPi 4 and an Android Kotlin application to take manual control.

### SYSTEM & NETWORK ENGINEERING

LINUX, BGP, TCP, DNS, HTTP, PROXMOX, DOCKER

Managing a dedicated server by deploying virtualization softwares such as Proxmox and Docker with webserver and mail server. Also played on fictitious network DN42 to learn the basics of networking and low-level telecommunications.

## SKILLS

**Languages:** Python, C, C#, PHP, SQL, Javascript, Typescript, NodeJS, Java

**Frameworks:** React, Symfony, Laravel, Twig, Doctrine, Flask, Django

**Technology:** Git, AWS, Docker, Unity, Nginx, SQL DB, API, Regex