

David Tchekachev

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EDUCATION

Computer Science Semester

TECHNION

2nd-year Engineering Student in Computer Science

EPITA

Haifa, Israel | 2022

Lyon, France | 2020 - 2025

WORK EXPERIENCE

SOFTWARE DEVELOPER | AMBITION TÉLÉCOM & RÉSEAUX

Saint-Priest, Lyon | Aug 2021 - Now

- 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.

FULL-STACK DEVELOPER | FREELANCER

Self-Employed | Mar 2020 - Now

- Developed a complete Web-platform for private high-schools to replace current paper-based workflow used to collect students' wishes for next year's options and specialties.
- Constant discussion with clients to understand their **requirements** and provide the best solutions.
- Project and time **management** to keep track of tasks to do and present a **roadmap** to the clients
- Frontend made in **ReactJS** which calls the **REST API** backend coded with **Symfony** in **PHP** connected to a **MariaDB** database which 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 with separate services to run frontend, backend, workers and database containers.

WEB DEVELOPER | VOLUNTEER

IVAO | Jan 2020 - Now

- Developing internal and public web applications to enhance users' experience on the network.
- Coordination with multiple departments such as Public Relations for branding, Server Admins for deployments, Executive for important decisions, ...
- In charge of a project to run it from the users' requirements to final public deployment while going through test and beta stages.

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.

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