

Vladimir Nikulin

Software Engineer

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ABOUT ME

- I am a software engineer focused on building reliable, scalable, and user-friendly systems. I bring hands-on experience in full-stack development, technical support, and automation, with a practical mindset rooted in real-world project delivery.
- My background spans software engineering, cloud fundamentals, and DevOps practices, supported by a strong foundation in object-oriented programming, databases, and UI design.
- I enjoy solving meaningful problems, working with cross-functional teams, and continuously learning new tools and technologies. Whether building internal tools, automating deployments, or troubleshooting systems, I approach each challenge with curiosity, adaptability, and a desire to contribute to innovative and efficient solutions.

SKILLS

- **Programming Languages:** C#, Java, JavaScript, HTML5, CSS, SQL, C++, Bash
- **Frameworks & Libraries:** .NET, .NET Core, React, Node.js, jQuery
- **Databases:** Microsoft SQL Server, PostgreSQL, MySQL
- **Tools & Platforms:** Git, GitHub, GitLab, Visual Studio, Postman, Docker
- **Concepts:** REST APIs, Object-Oriented Programming, Agile Development, CI/CD
- **DevOps & Automation:** Git version control, containerization, build pipelines
- **Operating Systems:** Windows, Linux (Ubuntu), Windows Server
- **Other Skills:** Technical Support, Troubleshooting, Documentation, UX/UI Design

WORK EXPERIENCE

- **Pattern Recognition System**

Implemented and trained a MASK-RCNN model using COCO dataset and TensorFlow AI platform to recognize automotive vehicles.

Github:[Mask_RCNN](#)

- **Database implementation of B+-Tree in Python**

Developed custom SQL queries for optimized data management and analysis, working with SQL Server to streamline database operations and improve performance.

Github:[Time Series Database](#)

- **Integrated Computer Science Department website**

Developed a full-stack web application using HTML, CSS, JavaScript, and connected it with a SQL database to allow for efficient schedule management by students and faculty.

Github:[Department of Computer Science website](#)

- **C# Dice Roller App (Cross-Platform: Android & Windows)**

Developed a cross-platform dice roller application using C#, designed for seamless functionality on both Windows and Android. The app generates random outcomes for a single six-sided die (d6) with a simple, user-friendly interface.

Github:[Dice Roller App](#)

- **Healthcare IT Process Improvement Consultant (Student Project)**

Conducted research and collaborated with stakeholders to propose an online psychological support service for nurses. Analyzed existing healthcare IT infrastructure, identified process inefficiencies, and recommended a scalable digital solution to improve mental health accessibility. Developed a structured problem-solving approach, incorporating data analysis and business case evaluation to support implementation feasibility.

- **Information Technology Help Desk Support Intern**

Assisted users with technical issues, ensuring resolution in a timely manner and collaborating with IT on complex issues. Gained hands-on experience troubleshooting hardware, software, and network problems in a customer-facing role.

- **Snake Game (C, ncurses)**

Developed a terminal-based Snake game using C and the ncurses library, providing a smooth, interactive gameplay experience within the command line.

Github:[Snake Game](#)

EDUCATION & CERTIFICATIONS

- **4th year BScCS UNB Saint John, NB (Canada)**

Major: Software Engineering, Minor: Business
2021 - now

- **Ontario Tech University Oshawa, ON (Canada)**

Software Engineering
2020 - 2021

- Get started with Azure DevOps

- C# Programming and Unity

Learn to work with C# to build cross-platform applications and get hands-on experience with .NET Framework.

- Python Algorithms and Data Structures

- Google Go Functions, Methods, and Data Structure

- Gender-based Analysis Plus

- Mindfulness and Ethics at Work