



AZAT BARIEV

Developer

GitHub

<https://github.com/Ziucay>

Email

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About Me

I am a developer with 5 year experience on various tech stacks. I like making easy to maintain software, using modern and effective approaches. I like learning new things, which optimize workflow and improve software quality.

Tech stack: C,C++, Python, Rust

Hobbies:

- DIY(Sewing, custom 3d prints)
- Home automation and homelab
- Jogging
- Computer games
- DnD

Skills

- Embedded systems
- Software development
- Docker
- LINUX
- Basic PCB design
- CAD([my Thangs profile](#))

Languages

English - C1

Russian - Native

French - A2

Experience

Backend Developer

2021 – 2022

OOO MP (prev. OOO Fix)

Worked on maintaining and improving Java Spring service, writing tests, fixing bugs and implementing new features. Gained experience with Java, Spring, docker, monitoring(Grafana, Prometheus, Kibana), message brokers(RabbitMQ, Kafka). Participated in migrating service from monolithic architecture to microservices.

Game developer (Unity)

2023 – 2024

Freelance

Made a few small projects in Unity, mostly mobile 2d games. Had experience integrating AdMob and Firebase SDK's. I worked on save\load system, game tutorial sequence, and core game mechanics.

Embedded developer

2024 – 2026

Magnit Market (prev. KazanExpress)

Worked on developing equipment for fulfillment center and software accompanying it:

- Created a Python app which flashes Arduino boards with customized firmware through USB and Over-the-Air. Later made browser version of it with Vue.js on the front and Rust on the back end.
- Improved accuracy and reliability of device, which measures weight and dimensions of goods. This project uses opencv for object detection and Intel realsense D415 as hardware.
- Made firmware for custom USB-FDCAN adapter on STM32G431 microcontroller.
- Also had experience with ESP32 series microcontroller, ESP32-C3, and B-G431B-ESC1 development board

Education

Bachelor of Computer Science

2019 – 2023

Innopolis University