

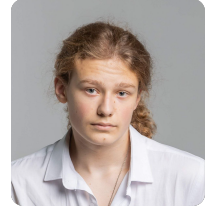


PERSONAL  
INFORMATION

Anton Grishin  
Moscow, Russia  
 [alchemmist](#)  
[in anton-grishin](#)  
 [@alchemmist](#)  
 +7(915)067-2638  
 [anton.ingrish@gmail.com](mailto:anton.ingrish@gmail.com)



ABOUT ME

I am a student and an aspiring developer. I have been programming for 4 years, during which I contributed to 44 repositories, made 921 commits, and wrote 176,729 lines of code. Former professional [volleyball player](#). I am also a [Python instructor](#), having taught over 30 students. Co-founder and developer at [Ballkit](#).

SKILLS

**Python:** `FastAPI`, `pydantic`, `Flask`, `SQLAlchemy`, `faststream`, `alembic`, `pytest`.  
**Go:** `http`, `grpc`, `protobuf`, `tgbotapi`, `reflect`, `gofsm`.  
**Databases:** `postgres`, `sqlite`, `redis`, `Yandex Object Storage`.  
**Message brokers:** `RabbitMQ`, `Mosquitto`.  
**Other technologies:** `SQL`, `Java`, `JavaScript`, `bash`.  
**Dev tools:** `Docker`, `Podman`, `Make`, `CI/CD`, `Linux`, `Git`

EDUCATION

[Central University](#) — Mathematics and Computer Science, 2028

CERTIFICATIONS

**Yandex Lyceum.** Admitted externally to the 2nd year of the [Yandex Academy Lyceum](#) in "Industrial Development." Solved 236 problems, implemented and defended 3 projects, scored 100/100 on the final. Graduated with [honors](#).

*September 2022 — April 2023*

**Python Course.** Completed the [Stepik course](#) on `Python`, solving 71 exercises and finishing with [distinction](#).

*September 2021 — April 2022*

ACHIEVEMENTS

Finalist of the **Russian Championship** in competitive programming (among 5000 participants). Developed a [microservice architecture](#) of 9 services for a [web application](#) aggregating sports events across Russia. Also created an [algorithm](#) for processing and validating annual state reports on sports events. Tech stack: `Kafka`, `React`, `RabbitMQ` (`FastStream`), `FastAPI`, `OAuth`.  
*December 2024*

**Winner** of the "Science for Life" scientific-practical conference among 117 projects with a smart home project for private and public educational institutions. Tech stack: `Redis`, `Zigbee2MQTT`, `websockets`, `Go`, `Python`, `Flask`, `React`.

*April 2024*

Participant in the **Nuclear IT Hack** hackathon, where our team worked for 48 hours on a Rosatom case: a service for detecting emotional tone in online meetings.

*April 2024*

**3rd Prize** in the MPGU Olympiad in Informatics: "Applied Informatics".

*June 2023*

INTERESTS

**Formal Verification:** Currently taking the [Software Foundations](#) course. Completed the first volume and [proved](#) 250 theorems in `Coq`.

**Linux:** Using Arch with the Hyprland compositor. Published my [.dotfiles](#). Wrote my Neovim [config](#) from scratch and a color [theme](#). Authored 598 lines of custom [scripts](#).

## STARTUP EXPERIENCE

### Patch Loyalty Loyalty program for SMBs

July 2024 — August 2024

Developed a Single Message Bot in Telegram using `Go` for the boxed loyalty solution [ballkit.ru](#).

**Technologies:** `Go`, `tgbotapi`, `grpc`, `gofsm`.

## PERSONAL PROJECTS

### SmartCab School smart home system

September 2023 — May 2024

Designed [admin panel and tablet interface prototypes](#) and implemented them in `React`. Developed a bot for system administration and implemented interaction with five smart devices over Zigbee via Mosquitto broker and three classroom scenarios. Technologies: `Python`, `Go`, `JavaScript`, `bash`, `Flask`, `sqlite`, `redis`, `postgres`, `JsSip`.

### Starship Text-based action game in Telegram

March 2023 — April 2023

Developed real-time duel mechanics for players in a Telegram bot and a flexible message rendering engine using jinja2 templates for complex narrative texts. Technologies: `Python`, `Flask`, `alembic`, `python-telegram-bot`, `SQLAlchemy`, `jinja2`.

### Corpse Game engine

November 2022 — January 2023

Collaborated on a modular ECS-based game engine and built a survival top-down shooter about a zombie apocalypse. Technologies: `Python`, `Pygame`, `esper`, `pytmx`, `aseprite`, `Tiled`.

### SchoolRing School bell scheduling [release v0.0.2](#)

October 2022 — November 2022

Developed a desktop application in `PyQt6`. Configured [pre-commit](#) hooks to auto-convert .ui files to .py and CI actions for cross-platform releases. Recently migrated the project to `uv` for dependency management. Technologies: `Python`, `PyQt6`, `threading`, `schedule`.

## CONTRACT DEVELOPMENT

### Telegram Bots *Publication of all sources approved*

Summer 2024

- Developed a [bot](#) for administering and selling WireGuard keys via subscription. Implemented inline analytics [reports](#) directly in the bot. Technologies: `Python`, `sqlite`, `python-telegram-bot`.
- [Bot](#) for aggregating relevant messages from chats, channels, and groups by keywords. Technologies: `Python`, `theleton`, `redis`.

### Other Projects *Publication of all sources approved*

Summer 2024

- [Parser](#) for the Portuguese embassy website with authentication `auth.py`, captcha solving `captcha.py`, and branching form traversal `snif.py`. Created a Docker image for containerized parsing using Selenium on Chromium. Configured [pre-commit](#) hooks for Ruff linter and Pyright static analysis. Technologies: `Python`, `selenium`, `psycopg`, `SQLAlchemy`, `FastAPI`.
- [CLI tool](#) for secure operations on Outline servers across thousands of clients. Technologies: `Python`.

## LAB WORKS

### BookSwap Book exchange service

May 2024

Designed the database schema [definition](#). Implemented the backend with core business logic in `Spring` and the [authentication service](#) in `Go`, plus a [frontend](#) in `React`.

**Technologies:** `Java`, `SpringBoot`, `Lombok`, `JavaScript`, `React`, `Go`, `crypto`, `pgx`.

→ more projects on [GitHub](#)