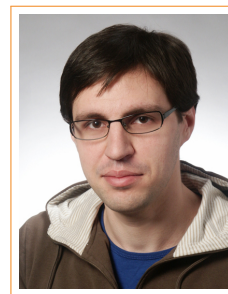


Oleksandr Gurin

Software engineer

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Education

June 2009 **MSc in Theoretical Physics**, *Taras Shevchenko National University of Kyiv*.
Sept. 2009– May 2011 **PhD student (dropped out)**, *Institute of Physics of the National Academy of Sciences of Ukraine*.

Employment History

Sept. 2014 – Present **Python developer**, *Freelance*.
Developed some personal projects.

Sept. 2013 – Sept. 2014 **Java developer**, *Playtech*, Kyiv, Ukraine.
Participated in development of core library for cross-platform (html5, android, ios) games.

Aug. 2011 – Sept. 2013 **C++, Objective-C developer**, *SMK*, Kyiv, Ukraine.
Developed desktop applications for Mac OS.

Technical skills

Good background in mathematics, data structures and algorithms, programming paradigms (functional, object-oriented, procedural).

Methodologies Test-driven development, continuous integration, scrum.

Languages Python, Java, C, JavaScript, Lisp.

Server-side Flask, Jinja, SQLAlchemy, RabbitMQ, REST, Microservices, Docker.

Client-side HTML, CSS, JavaScript, AngularJS, Single page application, Mobile applications.

Databases SQL (PostgreSQL, SQLite), NoSQL (Redis).

Other Experience with linux system programming, socket programming.

Languages

English **Upper intermediate**
Russian **Native**
Ukrainian **Native**

Interests

Mathematics, piano, guitar