

ANTON ZAVYALOV

+7 960 956 61 14 ♦ megadeathlightsaber@gmail.com

EDUCATION

Bachelor of Software Engineering

Polzunov Altai State Technical University, Barnaul

September 2017 - July 2021

Faculty of Information Technologies

Speciality 09.03.04 — Software Engineering

Bachelor thesis

Design of visual functional language with recursion optimization capabilities,
supervised by associate professor Sergey Mikhailovich Starlovetov

PERSONAL PROJECTS

Flovver

January 2021 - June 2021

Visual functional programming language and rapid application development environment. Subject of my bachelor thesis in Polzunov Altai State Technical University.

Thesis includes the following points:

- Analysis of technologies and algorithms of recursion optimization in compilers.
- Design of visual functional programming language.
- Design and implementation of optimizing compiler and IDE for proposed language.

All the works were done by me with the use of *Scala* and *Svelte*.

URL: <https://github.com/flovver>

evply — Graphical LISP Interpreter

May 2019

The goal of this project is to make symbolic computations more symbolic. You have a workspace where you can place and move primitives: numbers, lines, images, functions, etc. You select these primitives, click the button on the toolbar — and the selected objects are grouped into a symbolic expression.

A prototype of *evply* was developed for Hackathon Barnaul 2019.

As a part of team, I designed the language and developed an interpreter for it.

URL: <https://github.com/andiogenes/evply>

Slides: <https://raw.githubusercontent.com/andiogenes/evply/media/slides.pdf>

Daria

June 2020

Toy programming language with naive pattern matching design and implementation.

URL: <https://github.com/andiogenes/daria>

The Carrot programming language

March 2021

Experimental concatenative programming language with interpreter written in OCaml.

URL: <https://github.com/andiogenes/carrot>

COMPUTER SKILLS

Programming Languages Software & Tools

Scala, Kotlin, Java, Go, C++, Python
Linux, Git, Docker

WORK EXPERIENCE

Stackeer.io

December 2019 - April 2020

Backend Developer

Barnaul

I worked on UnReview — ML-based recommendation system intended to select reviewers for PRs from among the contributors.

Working with Stackeer.io, I made the following things:

- Implement a number of microservices in Go. Microservices are connected by REST and gRPC and are managed by an orchestration system.
- Create a command line tool to fetch data about repositories with GitHub GraphQLv4.
- Refactor a legacy library consisting of one class with a large number of methods and fields. To do this, I wrote an ad-hoc tool that traverses an AST and emits a call graph. Next, this graph is rendered through GraphViz and I can see how to perform refactoring.

Manpower for Huawei

July 2020 - Present

Assistant Engineer

Novosibirsk

Work on JVM and compiler related stuff at Excelsior Team.

ACADEMIC ACHIEVEMENTS

- Member of the competitive programming team in Polzunov Altai State Technical University in 2018-2020.

Participated in ICPC 2019-2020, NERC — Northern Eurasia Finals. Siberian and Far-Eastern Site. Our team took 162th place out of 250 in the global standings (16th out of 49 in the regional standings).

- Took 2nd place in the 18th All-Russian Scientific and Technical Conference of Students, Postgraduates and Young Scientists "Nauka I Molodezh" in the "Software Engineering" subsection of the "Information Technologies" section.

PUBLICATIONS

- Zavyalov, A. Design of visual functional language with recursion description capabilities. / "Nauka I Molodezh": Materials of 18th All-Russian Scientific and Technical Conference of Students, Postgraduates and Young Scientists

EXTRA-CIRRRUCULAR

Received a special award (Bitcoin-shaped chocolate bar) at Hackathon Barnaul 2019.

Played bass in a post-metal band called [Sunhurt](#) in 2019.

Linux ricing enthusiast.

PERSONAL TRAITS

Highly motivated and eager to learn new things.

Ability to work as an individual as well as in group.