ALEXANDER RAZIKOV

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Career Objective:

Looking for a Software Engineer or Developer position in an organization which gives me an opportunity to exhibit my interest in programming and coding skills as well as allow me to grow as an Engineer.

Experience and Skills

Software Engineer at Kreative Technologies LLC: April 2020 - Present

- Performed analysis, development, and integration of a complex clinical enterprise application into OpenText AppWorks ECM/BPM platform
- Supported the migration of legacy healthcare application
- Determined operational feasibility of the requirements and proposed solutions
- Maintained and improved existing codebases and peer reviewed code changes
- Documented solutions by creating and updating the product User Guide
- Demonstrated changes made to the product to the stakeholders at the end of sprint cycles
- Worked in an Agile methodology and used Jira to track the project

Skills:

- Languages: Java, C++, C#, SQL
- Well-versed with algorithms and data structures
- Strong problem-solving skills.
- Great verbal and written communication skills.
- Eclipse and Visual Studio Code
- Knowledgeable in secure coding practices and professional software engineer practices
- Great communication and teamwork from working directly with users and development team
- Team player, self-motivated and strong passion to learn new technologies and programming languages.
- Experience in management and working closely with management
- Microsoft Tools: Word, Excel, PowerPoint 2007, Mac OS X 10.5/10.6, Firefox, Safari, Chrome, Microsoft Outlook
- Operating Systems: Windows 7,8,10, Mac OS.

Education:

- Bachelor of Science in Computer Science - Old Dominion University 2020-2022
- Associates of Science in Computer Science - Northern Virginia Community College 2019-2020

Projects:

Arduino self-driving car: Had to assemble a small toy car with four electric motors that were connected to the Arduino Uno board. There was also a sonic sensor I needed to attach to the front of the car as it measured the distance from the front of the car to the object in front of it. Implemented as a simple traversal algorithm that's also used in solving mazes, in order for the car to be able to drive itself. After it successfully preformed that task, I attached a Bluetooth receiver so I can connect to my phone in order to wirelessly control it. Wrote code for the Arduino so it would be able to recognize information that is sent over Bluetooth.