ARTIOM DOLGHI

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[LinkedIn](), [GitHub](), [YouTube]()

SUMMARY

Software Engineer with experience in a variety of programming languages and development/analysis tools

TECHNICAL SKILLS

Languages: Python, Java, C++, C, SQL, HTML, CSS, Lua
Tools/Software: Pandas, NumPy, Jenkins, AWS, Git, Bitbucket, Jira, Jupyter Notebooks, TIBCO Spotfire, PL/SQL, Excel, WinSCP, Django, Workload Scheduler (TWS), ServiceNow

PROFESSIONAL EXPERIENCE

Wellington Management
Software Engineer   07/2022 - Present
- Develop tools and features for use within the business using Python and libraries like Pandas and NumPy, as well as many internal libraries, utilizing large amounts of data
- Enhance existing features by making code more efficient, clean, and adding new elements based on business requirements
- Engage in the full development process, including coding, debugging, testing, building, and deploying, going from the local development environment all the way to production
- Write documentation, keep it updated when modifications are made, and answer any related questions
- Create dynamic and static tables using Python and SQL to load data into databases
- Use a workload scheduler to create, modify, and delete jobs and schedules that point to code
- Set up development environments and tools on machines
- Contribute to and manage tools with regular release dates and deadlines
- Manage and assist in production releases
- Coordinate with other developers, as well as data analysts and members of various business teams

Lionbridge Technologies
Content Analyst   06/2019 - 07/2022
- Analyzed and provided feedback on text, web pages, images and other types of information for leading search engines using data sets and AI software
- Assessed content by quality, level of engagement, and user experience

EDUCATION

Suffolk University, Boston MA
Bachelor of Science, Computer Science   09/2018 - 05/2022

INDIVIDUAL PROJECTS

- Created a web application using Django (Python, HTML, CSS) that connected to a MySQL database and allowed users to enter SQL commands from a front-end interface to search and modify the database
- Built and maintained multiple virtual in-game servers in Lua using server hosting services and SFTP tools. This involved designing and coding a custom game environment with its own story and economy, moderating player activity and taking player feedback into account, as well as working with various frameworks and plugins to create a smooth and engaging experience
- Developed a custom addon in Lua from scratch within a game environment that functioned as a cooking oven where the player could pick recipes, provide ingredients, and receive a finished item on completion. This involved utilizing the base props from the game, coding the logic for client side, server side, and shared files, as well as creating a UI on the entity itself which allowed for player interaction

OTHER SKILLS

Languages: English (Native, Fluent), Russian (Native, Fluent)