DANIEL MIKHAILOV

SOFTWARE DEVELOPER

DETAILS

danielmkhlv@gmail.com

LINKS

Website

GitHub

SKILLS

Typescript

HTML+CSS

Java

Python

React

Angular

Express.js

Golang

MongoDB

PROFILE

Ambitious developer with proven experience in developing project from start to delivery.

EMPLOYMENT HISTORY

Full Stack Developer at Israeli Air Force
April 2021 — April 2022

- Developed webapps in use by thousands of users
- Integrated complex, multi interface and legacy programs
- Used the MEAN stack with Azure for most projects

Lead Programmer at FRC Team
July 2017 — July 2020

- Led a team of 6 developers, from teaching and mentoring to reviewing and delegating tasks
- Worked on complex systems as part of a large 60kg robot
- Created and contributed to many open source projects in Java
- Setup an efficient and organized workflow to maximise productivity

EDUCATION

Computer Science Diploma, ORT Rabin
September 2017 — July 2020

VOLUNTEERING

Mentor at FRC Teams
July 2020 — Present

- Helping teams with automation and complex control loops, including vision processing
- Contributing to some related open source projects in Java

PROJECTS

Asteroids UNLIMITED

- Space themed RTS style game, developed in Unity using C#
- Implemented all the main systems like combat and movement

deveduck.me

- Personal blog and portfolio website
- Built using React, including Three.js, Firebase and gsap

Flash 2020

- Code for the 2020 Flash FRC team robot
- Implemented autonomous movement with ball shooting using vision processing and speed interpolation
- Collaborated with many other developers on the main systems of the robot

REFERENCES

Tom Tzook from Kayhut
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