# **Dmitry Budyak**

## **Contacts**

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## **Experience**

Now	ARM Finland Oy Software Developer
Jul 2017	Participiating to internet of things platform. Working on billing and licensing services which are built on Java 8 and Vert.x stack.
Jul 2017	<b>Okko</b> Android Software developer
Jul 2016	Support and improvement of mobile application for watching videostreaming service. Participated in the development of version for Android TV. see
Jun 2016	OOO PMBK Software Developer
May 2015	Contribution to backend. Working on parsing data from distributed gambling system. Working with Java EE, ORM Hibernate, Play Framework 2
May 2015	Oracle Development SPB  QA Automation Engineer Internet of Things Platform
Dec 2013	My responsibilites was are: hardware configuration, test execution, creating Java ME midlets for hardware sensors testing. Working on functional tests development for internet of things platform, contributing to test framework, writing test design specifications. Scripting in bash for daily tasks automation.
Aug 2013	<b>eToolkit</b> Android Software developer
Sep 2012	Development of various social-media applications. see

## **Education**

# Jul 2014 Master of Science Applied Math and Computer Science ITMO University

Mar 2008 | **OAO Staleprokatnyj zavod** 

System administrator assisant

Sen 2007 Network administration, hardware support, etc.

Thesis: "Computer modelling for optical quantum circuits"

Development of a graphical program for modelling and simulating of quantum logic circuits.

## Languages

**Russian:** Native

**English:** Pre-Intermediate

#### **Skills**

Langs: Java, Kotlin VCS: Git, Mercurial Build systems: Gradle, Maven

DevOps: Jenkins, Docker, Kubernetes

Scripting: Bash, Python

Testing: Junit, TestNG, Selenium, Mockito, Cucumber

Environment: Gentoo Linux, MacOS IDE: IntelliJ Idea, vim

Android: Retrofit, Dagger, RxAndroid, Room see Back-end: Vert.x, Hibernate, PostgreSQL, Guice

also clean code, patterns

## **Hobbies**

IT and technologies, open source software and Linux/Gentoo, chess and boardgames, science and cosmology, psychology and rationality, trekking and running, sci-fi and escapism, retrowave and electro music, rollerblades and videogames

# Preferred areas of development

Kotlin, Haskell, Java, machine learning, reactive programming, design patterns, DDD, software architectures