

Summary

Principal software developer and senior software development team manager with over than 12 years of hi-tech industry experience. Passionate about learning, test driven development and quality improvement.

Skills

Python, C++, Android, MongoDB, MySQL, PostgreSQL, PyCharm, AndroidStudio, Git, Celery, D3D.js, Bamboo, Jira, Asana, Apache, Ngnix, Spark, MSVC++ 6.0, QT, Django, Flask, RabbitMQ, TDD, Scrum, Linux(Ubuntu), Android, Windows

Professional Experience

Software Developer, US based startup 2014.01-present, contract job, remote

- Designed mobile application backend and developed a database schema for MongoDB.
- Created REST API service to access backend functions using Flask.
- Archived reliable codebase support and minimized amount of bugs using of TDD for all backend API.
- Created web system administrator's interface using Flask and JavaScript to consume REST API services.

Senior Python Developer, Mobsafety 2013.03-2013.09, contract job, remote

- Responsible for Mobile Device Management solution for iOS and Android devices.
- Managed a team of four developers working on backend part of the project, used agile scrum.

Python Developer, LatamIQ 2012.07 – 2013.02, contract job, remote

- Build set of services at backend using MySQL that will help to analyze economic indexes.

Django Python Developer, Keeyword.com 2011.09 – 2012.06, contract job, remote

- Optimized PostgreSQL database schema to store at least 500k of keywords in one project.
- Reorganized HTTP server api to provide fast access to server data.

Python/C++/C Developer, Visionica 2008.03 – 2011.06, contract job, remote

- Developed server side components for IP cameras recording system using Python and MySQL.
- Integrated Google ProtoBufs to client side application written in QT.

C/Python/C++/Game Mods Developer, PlayAll 2007.05 – 2008.03, contract job, remote

- Developed several mods to control game flow for Q4, HL family, HL2 family, COD 1, COD2, UT2004.
- Implemented Linux Kernel Module and user mode application on Python to protect server side.

C++ Developer, Check Point Belrus, 2005.01 – 2007.08

- Fixed bugs and analysed crash dumps for multilevel firewall application for Windows.
- Developed Linux Kernel module to filter and redirect http traffic.

Projects

Casual game written in C++ for Android <http://market.android.com/details?id=com.doandroid.clackboard>
Promodo like timer to make breaks http://market.android.com/details?id=com.doandroid.break_alarm

Education

2015, Udacity, Front-End Web Developer Nanodegree.

1998-2003, Belarusian State University of Informatics and Radio-Electronics.

Master of Science in Computer Science, specializing in Informational Security and Artificial Intelligence

Certification

June 2014, M101P MongoDB for Developers