

Oleg Kim

Python/Backend Developer

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Objective

Seeking a **Python/Backend Developer** position with a focus on API design, high-load service development, and integration with external systems.

Skills

Programming Languages: Python (FastAPI, Django, SQLAlchemy), C/C++, C#, Bash, HTML, CSS, JavaScript

Databases: SQLite, MySQL, PostgreSQL

Technologies: Git, TCP/UDP protocols, Unit Testing, Network Application Development (REST API, Celery, Docker)

Frameworks & Libraries: FastAPI, Django ORM, Alembic, Aiogram

Operating Systems: Unix/Linux, Windows

Microcontroller Experience: STM32, RTOS

Tools: GitHub, VS Code, PyCharm, Docker

Additional: Application architecture design, code optimization, debugging, and software maintenance

Work Experience

Python/Backend Developer

Self-Study & Online Courses (Urban University, GeekBrain)

2022 – Present

- Developed **CommU**, a Django-based application with SQL and Aiogram integration.
- Built server-side applications using **FastAPI**.
- Implemented **unit testing** with pytest.
- Worked with **SQL databases** and containerized applications using **Docker**.
- Explored **AI** technologies for backend integration.

Embedded Systems Software Developer

OOO "Retra," Nizhny Novgorod

March 2022 – September 2022

- Developed firmware for **STM32-based devices** using USB/UART and TCP/UDP protocols.
- **Project:** Audio signal management system for schools with scheduled triggers.
 - Technologies: FreeRTOS, USB/UART, I2C.
 - Developed **Zvonok**, a Windows application for configuring STM32 modules and managing schedules (CRUD operations).
 - Created **Ring**, an STM32-based firmware for controlling electric bells based on schedules.

Head of Software Development

NNIIRT, Nizhny Novgorod

May 2011 – February 2020

- Led a team of **7+ developers** in designing and implementing software solutions.
- Developed server components for technical systems and managed software-hardware integration.
- Served as **Deputy Chief Designer for Software** in R&D projects.
- **Project:** Universal embedded system for dynamic network creation in radar systems.
 - Technologies: C++, QT, UNIX, TCP/UDP, ASTERIX.
 - Designed software architecture for radar-embedded systems, enabling remote control, data processing, and network communication.

Senior Engineer / Software Engineer

NNIIRT, Nizhny Novgorod

July 1999 – May 2011

- Developed embedded and networked software for radar systems.
- Designed applications for industrial interfaces and TCP/UDP protocols.
- **Project:** Radar system software for helicopter-based radar stations.
 - Technologies: C/C++, Bash, UART, TCP/UDP, ARINC 429, MIL-STD-1553, RTOS.
 - Created control software for radar modes, synchronization, and navigation.
 - Developed testing and calibration tools for radar subsystems.
 - Participated in field tests and client deliverables (technical documentation).

Education

Lobachevsky State University of Nizhny Novgorod

Faculty of Computational Mathematics and Cybernetics

Bachelor's Degree: Information Systems (1999)

Additional Information

- **English:** Technical proficiency (B1 level); comfortable reading documentation and written communication.

- Experience working in **distributed teams**.
- Strong commitment to **code quality** and **deadline adherence**.
- Open to **remote work** and short-term business trips.