ELENA SEREBRYAKOVA
Software engineer

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Contact

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Platforms
Windows, Linux, Apache, Mac OS X.

Programming Languages
C, Python, HTML, CSS, Node.js

Technologies
JSON, Puppet, Flask, Jinja, Gunicorn

Other
Bash, Shell Scripting, Git, SQL

Summary of qualifications

2+ years of diverse experience in the Information Technology industry with a focus on backend development and software engineering.

Solid understanding of Software Development Life Cycle . Good understanding of Agile, Waterfall software development methodologies.

Experience in designing automation scripts in order to eliminate excessive repeatable manual cycles

Good analytical, communication and interpersonal skills. Ability to work independently, under hight stress environment, with minimal supervision and also perform as part of a team.

Projects

AirBnB Clone

Technologies used*:* Python, MySQL, JSON, Flask, HTML, CSS, Node.js, Jinja

Full stuck web application, replica of AirBnB project

C Shell

Technologies used: C

Simple UNIX command interpreter based on a Ken Thompson shell that works in both: interactive and non-interactive mode.

Byte Code Interpreter

Technologies used: C

Interpreter for a Monty 0.98 ByteCode files. It relies in a unique stack with specific instructions to manipulate it.

Wolf3D

Technologies used: C

Recreating ray-casting principles used for the creating of the famous maze game Wolfenstein, using graphic library Libmlx.

Education

Software Engineering Holberton School 2018

Software Engineering 42 School Valley 2017-2018

Applied Informatics in Economy Saint-Petersburg State University of Information Technologies Mechanics and Optics 2004-2009