IVAN FROLOV

Software Developer

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Professional Summary

My journey to Computer Science started back in school where I learned a lot about data structures and algorithms, and later dived deep into learning different programming languages and technologies. My curiosity let me to competitive programming contests, team projects and open-source contributions.

Currently I am pursuing bachelor degree in Computer Science.

TECHNICAL SKILLS

Programming Rust \circ Python \circ C \circ C++ \circ JavaScript Languages

Frameworks and Rocket \circ Actix Web \circ Flask \circ NGINX \circ Docker \circ VIM \circ Git \circ Jira \circ OpenVPN Tools Server

OS MACOS o LINUX

EXPERIENCE

Open Source Contributions

2020 - today GitHub Contributions, https://github.com/frolvanya

I developed and contributed to backend services, libraries, console utilities for NEAR blockchain, Telegram bots, web services, and load testing tools. I also maintained my own servers and set up service monitoring.

3dEYE (3deye.me)

01.04.2022 - **Internship**, Software Developer, remote

30.08.2022 Simplified the initial configuration of the device for the user, and learned how to operate with GPIO to implement an indication on the device.

EDUCATION

2022 – 2026 Bachelor's Computer Science, Kharkiv National University of Radio Electronics

- Computer Science, C++, OOP, Databases, Operation Systems design

2022 – 2024 Ontario College Diploma, Seneca College, Computer Science

My current GPA: 3.7

- Computational Thinking, C/C++, OOP, Databases, Linux/UNIX

2016 – today Self-education

I started to learn more programming languages such as Python, Rust, and JavaScript. Also, honed skills of these programming languages on Leetcode and CodeWars problems.

- Algorithms & Data Structures, Rust, Python, MacOS

2014 – 2022 **Q-bit**, *Ukraine*, Kharkiv Computer Courses

I learned algorithms and data structures using Rust, Python, and C++.

- ALGORITHMS & DATA STRUCTURES, RUST, PYTHON, C++, UBUNTU LINUX