IVAN FROLOV

Software Engineer

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Summary

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

Currently I am pursuing bachelor degree in Computer Science.

Professional Skills

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

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

OS MACOS o LINUX

EDUCATION

2022 – 2026 Bachelor's degree, 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**

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

- Algorithms & Data Structures, Rust, Python, C++, Ubuntu Linux

EXPERIENCE

3dEYE (3deye.me)

2022 (march) - **Internship**, remote

2022 (august) Simplified the initial configuration of the device for the user, and learned how to operate with GPIO to implement an indication on the device.

Open Source Contributions

2022 – 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.

LANGUAGES

Native Ukrainian, Russian

Fluent English

Bootstrapping German