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Ivan Frolov

Rust Developer

SUMMARY

I am goal oriented and a fast learner. I participated and won numerous of individual and team contests using Rust. I also attended IT classes to get base knowledge about data structure, such as graphs, binary trees, hashmaps, hashsets etc. Furthermore, I worked hard on Minor Academy of Sciences of Ukraine. My topic was "development of a document verification system". From this experience, I learned to quickly receive information from not the most common sources, as well as to structure and express my thoughts. In the past two years I honed Python and Rust skill on LeetCode and CodeWars and wrote a lot of pet projects to learn more frameworks and tools.

PROFESSIONAL SKILLS

Programming Languages	RUST ○ PYTHON3 ○ JAVASCRIPT ○ BASH
Frameworks and Tools	ROCKET ○ ACTIX ○ FLASK ○ NGINX ○ DOCKER ○ VIM ○ GIT
Data Bases	POSTGRESQL ○ MYSQL ○ SQLITE3 ○ MONGODB
OS	MACOS ○ LINUX

EDUCATION

2014 – today   **Q-bit**

I learned algorithms and data structures in Pascal and C++, and so I competed in a number of individual and team competitive programming contests. I learned about graphs, binary trees, linked lists, maps . . .

– ALGORITHMS & DATA STRUCTURES, PASCAL, C++, ARCH LINUX

2016 – today   **Self-education**

I started to learn more programming languages such as Python3, Rust and JavaScript. Also, honed knowledge of these programming languages on Leetcode and CodeWars problems.

– ALGORITHMS & DATA STRUCTURES, RUST, PYTHON, MACOS

EXPERIENCE

3dEYE (3deye.me)

2019 – today   **Internship**, remote

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

LANGUAGES

Native	Russian, Ukrainian
Fluent	English
Bootstrapping	German