Ivan Frolov
Software Engineer

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Summary

My journey to Computer Science started in the 5th grade, where I studied in an advanced math and computer science class and learned a lot about data structures and algorithms, and later dove into learning different programming languages (Rust, C++, Python) and technologies on my own. My curiosity allowed me to participate in various programming competitions, team projects, and open source contributions. Seeking to use my existing skills and eagerness to learn further and implement new ideas in the development of new modern software by joining your team to expand my professional skills and gain valuable experience in the process of designing reliable software solutions.

Skills

Programming Languages	Rust ○ Python ○ C ○ C++ ○ JavaScript ○ TypeScript ○ SQL ○ HTML ○ CSS
Frameworks and Tools	Rocket ○ Actix Web ○ Flask ○ NGINX ○ Docker ○ VIM ○ Git ○ Jira ○ OpenVPN Server
Data Bases	Oracle ○ PostgreSQL ○ MySQL ○ SQLite ○ MongoDB
OS	MacOS ○ Linux ○ Windows
Languages	English (fluent) ○ Ukrainian (native) ○ Russian (native) ○ German (basic)

Experience

Open Source Contributions

01/2020 – Present

GitHub Contributions, *https://github.com/frolvanya*

Developed and contributed to a wide range of projects and services, including:
- Backend services for NEAR blockchain
- Libraries to support blockchain development
- Console utilities for various purposes
- Telegram bots for automation and interaction
- Web services to provide online functionality
- Load testing tools for performance analysis

Additionally, responsible for server maintenance and service monitoring to ensure smooth operation.

3dEYE (3deye.me), Toronto, ON

04/2022 – 08/2022

Software Developer Intern, Remote
- Simplified the initial device configuration process to enhance user experience.
- Developed and maintained scripts for camera management, including monitoring temperature, current status, and other device information.
- Gained hands-on experience with camera hardware and General-Purpose Input/Output (GPIO) operations.
- Contributed to the overall improvement of device functionality and usability.

Projects

NEAR Lake Framework, *https://github.com/frolvanya/near-lake-framework-py*
- Data streaming application for Near Protocol data stored in an AWS S3 bucket
- Asynchronous functions to list blocks and fetch streamer messages
- Utilized AWS SDK for Python (Boto3) to interact with S3
- Parsed and processed Near Protocol data and handled complex data structures

Load Testing Tool, *https://github.com/frolvanya/load-testing-tool*
- Load testing tool in Rust for testing websites and web services
- Provides options for concurrency, proxy usage, and error handling
- Tracked the number of spawned requests and failed requests using atomic counters for concurrency control and error reporting
- Proxy server usage, allowing the tool to send requests through proxies for testing network configurations

Education

2022 – 2025   **B. Tech in Computer Science**, *Kharkiv National University of Radio Electronics*
  – Computer Science, C++, OOP, Databases, Operation Systems design

2022 – 2024   **Ontario College Diploma**, *Seneca College*, Computer Programming
  GPA: 3.7/4.0
  – Computational thinking, C/C++, JavaScript, WEB, OOP, Databases, Software Testing, Linux/UNIX

2014 – 2022   **Q-bit**, *Ukraine*, IT School
  – Algorithms & Data Structures, Rust, Python, C++, Ubuntu Linux

Other

Volunteering: Volunteered at KiberOne School (Vienna, Austria) as a Junior Software Developer (remote) and developed a manager that works using OpenAI api, scraping facebook leads and WhatsApp webhooks for managing KiberOne IT School for 2 months (2023).

Work Permit until: 25.05.2025