IVAN FROLOV

Rust Developer

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SUMMARY

I am goal oriented and a fast learner. I participated and won numerous of individual and team contests using Rust such as ICPC. I also attended IT classes to get basic knowledge about data structures, such as graphs, binary trees, hashmaps, hashsets etc. Based on the knowledge gained, I began to develop my own data structures in programs that helped me write strong code. 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 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 Rust o Python3 o JavaScript o Bash

Languages

Frameworks and Rocket • Actix • Flask • NGINX • Docker • VIM • Git

Tools

Data Bases PostgreSQL • MySQL • SQLite3 • MongoDB

OS MACOS o LINUX

EDUCATION

2014 - todayQ-bit

> I learned algorithms and data structures in Pascal and C++, and so I competed in national team academic competition in programming among students. 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)

2022 (march) - **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