# 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 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)

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