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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 basic knowledge about data structures, 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 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](https://3deye.me))

2022 (march) – **Internship**, remote

today 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