



STAN KRIVTSOV

FULL-STACK DEVELOPER

WEB & Mobile

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OBJECTIVE

Former financial analyst and PM turned full-stack developer via intensive training at École 42. Looking to further develop in web or mobile development, combining analytical thinking with strong engineering fundamentals to build high-quality applications.

LANGUAGES

- English: fluent
- Russian: native speaker
- French: pre-intermediate
- German: beginner level

SKILLS

- Quick learner & adaptable
- Team player
- Proactive & detail-oriented
- Time management & prioritization

STACK

- JS / TS, C / C++, OCaml
- React, React Native
- Next.js, Node.js, Expo
- CSS, Tailwind, MaterialUI, Figma
- Unix, Windows
- Docker, Kubernetes

HOBIES

- Football, cycling, gym
- Video gaming

EDUCATION

CONTINUOUS PROFESSIONAL TRAINING

École 42 / Association 42 | 2021 – 2026 | Paris, France



- IT Architecture Expert ([RNCP 7 39774](#), Bac+5) - Feb 2026
- Applications Software Developer ([RNCP 6 39783](#), Bac+3) - Oct 2025
- Web & Mobile Application Development ([RNCP 6 36135](#), Bac+3) - Nov 2024

PROJECT MANAGEMENT, MASTER'S

National Research University "Higher School of Economics"



2009 – 2011 | Moscow, Russia

STRATEGIC MANAGEMENT, BACHELOR'S

National Research University "Higher School of Economics"



2005 – 2009 | Moscow, Russia

RELATED EXPERIENCE

FULL-STACK DEVELOPER | Permanent contract

[QuantCube Technology](#) | Sept 2023 – present | Paris, France

- Stack: Typescript, ReactJS, Next.js, GraphQL, Figma, Docker, Tailwind.
- Responsible for:
 1. Visualization of the real-time platform of Big Data indicators;
 2. Design and development of new pages and features on the platform;
 3. Mock-ups and integration of Dataviz interfaces and interactive dashboards;
 4. Specification of technical and ergonomic improvement.

C/C++, OCAML & MOBILE DEVELOPER

[École 42 projects](#) | April 2021 – July 2023 (3000+ hours)

- Stack: C, C++98, React Native, Expo, Android Studio, Makefile, HTTP, UNIX, Git, Multithreading, Algorithms, Kubernetes, Docker.
- [DeezeRoom](#) - Collaborative Music Platform - Full cross-platform mobile app (Android/iOS/Web) with real-time music voting & playlists: <https://github.com/jesuisstan/deezeroom>
- [OCreet](#) - Interactive OCaml web game - real-time creature survival simulation with drag-and-drop, quadtree collision detection client-side monadic concurrency: <https://github.com/jesuisstan/42-ocreet>
- Implementation of the Linux strace utility in C language, designed to trace system calls and signals of a running process: <https://github.com/jesuisstan/strace-clone>
- Implementation of C++98 template library container types (Vector, Map, Set, Stack): https://github.com/jesuisstan/42_stl_containers

OTHER WORK EXPERIENCE

ANALYST IN BUSINESS EFFICIENCY DEP.

OJSC "Russian Railways" | 2016 – 2020 | Moscow

PROJECT MANAGER IN NETWORK DEVELOPMENT DEP.

PJSC "VimpelCom" (VEON Russia) | 2014 – 2015 | Saint-Petersburg

EXTERNAL AUDITOR

LLC "Ernst & Young" | 2011 – 2013 | Yekaterinburg