

M Pavel A. Kuzmin 31

Software Engineer

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Skills:

Java, Web (JavaScript, HTML, CSS), Python
Prototyping, Data analysis, Brainstorming
Art & [Sketching](#)

Education:

SPbSTU, Faculty of Technical Cybernetics (2008-2010)
Coursera: AI class, HCI class, Synapses Neurons and Brains class
Autodidacticism

Interests:

Human-computer interaction, Problem solving, Machine learning
Travel, Collect music, Snowboarding, Bicycling
Space

Pet projects (unstable, github):

[learned.space](#) - content recommendation system
[played.space](#) - music player
[quack.city](#) - geolocation game

Experience:

Fintech company (remote): (November 2019 — February 2020)
Software Engineer
JavaScript

Red Crown (contract): (February 2019 — November 2019)
Software Engineer
Mobile development
React Native

Fintech startup #2 (remote): (November 2018 — January 2019)
Software Engineer
All stages of development process
Spring, Vue, PostgreSQL
Meh #2 (expressing a lack of interest or enthusiasm)

QuestFactory (friends): (March 2017 — October 2018)

Software Engineer

Mobile applications, websites, utilities for raspberry, escape game server..

Android, Node, Electron, Raspberry Pi

Fintech startup: (December 2016 — February 2017)

Management Team

Meh under NDA

Smart Media Systems: (January 2015 - August 2016)

Lead Software Engineer

Media content distribution system, media server with voice control

Project management, R&D, Design

Company development and strategy

Spring, Angular, Android, OpenCV, ..

ERPScan: (February 2013 - August 2014)

Software Engineer / Team Lead

Code analysis tool for search vulnerabilities in programs (Abap, Java, JavaScript)

R&D (text mining, static and dynamic program analysis)

Product design and team management

Digital Security: (September 2011 - February 2013)

Software Engineer

Algorithms for search vulnerabilities in SAP

Development of algorithms and tasks from hackers

Understanding of the problems within companies

Digital Entertainment: (January 2011 - September 2011)

Software Developer

Several apps and games

Server-side programming, highload, gamedesign, management

Several gamedev startups: (December 2009 - January 2011)

Game Developer

Server-side programming, billing, game design

Responsibility for production

Non-programming jobs: (November 2006 - April 2008)

Two works related to servers administration, assembling and other stuff like this

Linux, FreeBSD, LAN

Technologies that i used:

Frameworks: Spring, Play Framework, Node, Android, React Native, React, Angular, Vue, jQuery, Electron..

Databases: PostgreSQL, MongoDB, MySQL, Neo4j, Hibernate, Ebean

Environment: Maven, npm, yarn, Gradle, Bower, Grunt

Operations: Heroku, Amazon, Docker, K8s

Other: TensorFlow, ANTLR, Raspberry..

2020, mpak.space

Want some easter egg? No way, too boring person for this