

Nikita Yudenzov

Middle Python Developer

Tbilisi, Georgia

fmajesty@pm.me

LinkedIn - /nyudenzov

Telegram - @nyudenzov

Github - @fmajesty

LANGUAGES

Russian	English
Native	B2

SKILLS

Python	FastAPI
aiohttp	Django
SQL	PostgreSQL
Redis	RabbitMQ

HOBBIES

Playing on drums and guitar	Studying psychology
Photography	Foosball

RECOMMENDATIONS

Artem Antonov
Lead of Development Team at Skipp
a.antonov@skipp.pro

Software engineer working in various fields of the IT industry since 2019 specializing in backend development on Python.
Interested in challenging tasks and always keep up with the latest trends in IT. My background has given me experience in designing systems and scale them, thinking a few steps ahead to get things done. I enjoy sharing my knowledge and teaching.

WORK EXPERIENCE

Skipp (Mar 2022 - Present)
Middle Python Developer
Worked on platform backend. Initiated the transition to a microservice architecture.
Stack that we used: **Python 3.10, FastAPI, PostgreSQL, Celery, Redis, Docker, Nginx**
⇒ <https://skipp.dev>

MTrading (Aug 2021 - Dec 2021)
Full Stack Python Developer
Worked on backend of several internal services.
Stack that we used: **Python, Django, Wagtail, PHP, Yii framework.**
⇒ <https://mtrading.com>

InterLIR (Dec 2020 - Aug 2021)
Middle Python Engineer
Development from scratch of a platform for leasing/renting IP addresses in **Python, FastAPI, PostgreSQL, Redis** and **Google Cloud** systems.
Participation in **system architecture** design.

SwapZilla (May 2020 - Jan 2021)
Middle Python Engineer
Developing a trading platform in **Python, aiohttp** (used **Django** in one microservice), **PostgreSQL, Redis, RabbitMQ** and **AWS (S3, Cognito, Lambdas)** for people trading cryptocurrencies that gives access to many exchanges and provides useful tools.
Developed support for ETH withdrawal and deposit to internal user wallets.

AMNISS (Nov 2019 - Apr 2020)
Junior Python Developer
Developed from scratch a backend in **Python, Django, PostgreSQL** and **Redis** for a platform that gives medical clinics the ability to integrate voice and chat bots. These bots used for various cases such as automatic calls to patients and appointments confirmation.
Developed a frontend with **Vue.js** and **Codyhouse UI framework**.
Integrated **Voximplant** (cloud platform for phone calls) and **Google Dialogflow** to the platform.

Neurodens Store (Jan 2019 - Nov 2019)
Junior Full Stack Python Developer
Development of a backend for online store in **Python, Django** and **PostgreSQL**. The Saleor open-source e-commerce engine was used as the basis and has been modified a lot in the process.
Developed a frontend with **AJAX, SCSS** and **Codyhouse UI framework**.

PROJECTS

Link Kicker (Aug 2021 - Present)
Telegram bot written on **Python** with **aiogram** that helps people remember to read postponed links (for ex. with some articles)
⇒ <https://github.com/FMajesty/link-kicker>

TutSovet (Sep 2019 - Nov 2020)
Project Manager / TeamLead / Python+Rust Backend Dev
It was a website with event announcements and also an application like Tinder but to find someone to go to some event with. TutSovet was supposed to be a start-up, but COVID-19 restrictions happened and ruined our plans.
I was **head of a development team** that consisted of 1 backend, 1 frontend and 1 AI developers.
We used **Python, Django, RabbitMQ, PostgreSQL**, and **Rust (actix-web with diesel-orm)** for backend.
For building frontend, we used **React.js** and **Codyhouse UI framework**.

Space Station 13
Code-base Maintainer / Developer / Hoster
This is an **open-source multiplayer game** that was built with a closed-source engine called BYOND.
I made contributions to one of the main forks of this game (/tg/station, **1.3k stars** on Github, **4k forks, >1k commits every month**).
I am **maintained** a few Russian-speaking community forks that had more than **25 unique contributors every month**. I made main decisions on in-game mechanic suggestions from players, developed protection against multi-accounts usage, optimized already existing solutions. Hosted and ran own development.
Technologies: BYOND DreamMaker, **C** language, **SQL** (we used **MariaDB**), **JavaScript** (for GUI inside game), **Python** (for Discord bots that interact with game servers).