Nikita Iudenkov

Python Engineer

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Summary

Software engineer with **over 5 years of experience** in various fields of the IT industry, specializing in backend development using Python.

Focused on tackling challenging tasks and maintaining a keen understanding of evolving technology landscapes. My background has provided me experience in system design and scaling, paired with strategic thinking to accomplish tasks effectively.

My interest in automation and programming began in childhood, fostering a long-standing passion for technology. I take pleasure in sharing my knowledge and teaching others.

Experience

Evvve
Python Backend Engineer

Sep 2022 - Dec 2023

🔗 https://evvve.net

Evvve is a platform designed for hosting professional events incorporating the facets of social networking and platform-based streaming. I spearheaded the ground up backend development for the platform, **contributed to product decision discussions**, and provided guidance to designers concerning privacy matters, including **GDPR**. Despite initially having limited experience with **AWS**, I quickly got to grips with it and **implemented a chat** feature consisting of two **microservices** (**API** and **WebSocket**), utilizing **AWS Lambda** and **AWS DynamoDB**.

During this experience, I extensively worked with the following tech stack: **Python**, **FastAPI**, **Sanic**, **Tortoise-ORM**, **Redis**, **Celery**, **PostgreSQL**, **Socket.IO**, and **AWS** (specifically **DynamoDB**, **SQS**, **Lambda**, **IVS**, **MediaLive**, **S3**, and **Serverless Framework** for deployment).

Skipp
Python Backend Developer

Aug 2021 - Sep 2022

Skipp is an HR platform dedicated to the construction of remote teams. I worked on platform backend, spearheaded the shift to a **microservice** architecture, significantly improving the efficiency and scalability of the system. **Designed and implemented** a notification **service**. Worked on **connecting** many third-party **APIs**.
Technological proficiencies: **Python**, **FastAPI**, **PostgreSQL**, **RabbitMQ**, **Celery**, **Redis**, **Docker**.

InterLIR
Python Backend Developer

Jan 2021 - Aug 2021

Designed and built a platform for IP address leasing/renting using **Python**, **FastAPI**, **PostgreSQL**, **Redis**, and **Google Cloud** from the ground up. Participated in the design of the **system architecture**.

SwapZilla
Python Backend Engineer

Dec 2019 - Jan 2021

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.

Optimized the operation of the service for replenishing/withdrawing balances on the platform, which listened to blocks of transactions within blockchain networks. Developed support for **Ethereum**.

Neurodens Store
Junior Full Stack Developer

Feb 2019 - Dec 2019

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 - Dec 2022

🔗 https://github.com/nyudenkov/link-kicker

Telegram bot written on **Python** with **aiogram** that helps people remember to read postponed links (for ex. with some articles)

TutSovet
Project Manager / Team Lead / Backend Developer

Sep 2019 - Nov 2020

I managed development team that consisted of 1 backend, 1 frontend and 1 AI developers, working on TutSovet - a start-up website with event announcements and an application to find someone to go to an event with. We used **Python**, **Django**, **RabbitMQ**, **PostgreSQL**, and **Rust** (**actix-web** with **diesel-orm**) for backend, and **React.js** and **Codyhouse UI framework** for building frontend. Unfortunately, our plans were ruined by COVID-19 restrictions.

Space Station 13

This is an **open-source** multiplayer game that was built with closed-source engine called BYOND. I made contributions to one of main forks of this game (/tg/station, 1.3k stars on Github, 4k forks, >1k commits every month)
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. Also hosted own forks.
Technologies: **BYOND DreamMaker**, **C language**, **SQL** (we used **MariaDB**), **javaScript** (for GUI inside game), **Python** (for Discord bots that interact with game servers) and **Rust** for optimization of work with files and database.

Skills

Python	FastAPI	aiohttp	Django
SQL	PostgreSQL	Redis	RabbitMQ
Rust	AWS	DynamoDB	Docker

Languages

Russian	**English**	**Serbian**	
Native	B2	A1	

Interests

Drums	Psychology	Philosophy	Photography
Drones	Foosball	Hiking	

THE DNTGVFKRS
Music project

Dec 2022 - Present

🔗 https://youtu.be/UtcT35pYs-s

My friends and I found a bunch of electronic gadgets and a drum, and started creating things out of it all. I play percussion in the project. Follow the link - our last performance in the city of Gyumri, Armenia.

Personal youtube

🔗 https://www.youtube.com/@nyudenkov

Here I publish my videos shot on a drone.