

## Contact Information

### Email

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### Address

Russia, Moscow

### Phone

+79233050152

### Date of birth

Sep 18, 1992

### Nationality

Russian

### Link

<https://dbrakk.me>

## Skills

React

Node.js

Typescript

Next.js

MobX

Redux

Styled

Storybook

React Native

Webpack

Strapi

Electron

## Languages

Russian

English

# Daniil Brakk

## Software Development

I am a Software developer. I enjoy building rich platforms and complex interfaces. I am also inspired by everything related to the microservice paradigm and the Unix way.

### Main technology stack:

React · Node.js · Typescript · Nest.js · MobX · Redux · Styled Components · Storybook · Next.js · React Native · Webpack · Strapi · Electron · Kubernetes

### Also, I had practical experience in writing server code and programming for embedded systems:

Express.js · Golang · C++11 · Mongo · Postgres · Redis · Nats · Qt · Qml · Yocto Linux

## Experience

Virgin Island

May 2021 - Present

### Blockchain Developer

#### 1inch

Development of microservices for DeFi project 1inch and DeFi/DAO protocols.

1inch project is leader in the decentralized finance (DeFi).

- Backend microservices development with Node.js and Golang.
- Protocol implementation from some DeFi projects and liquidity providers.
- Library development for Nest.js.
- Kubernetes, Grafana and Prometheus adaptation for microservices development.

Node.js · Typescript · Golang · Nest.js · Solidity · Kubernetes · Prometheus · Grafana · Kibana · Postgres · Redis

### Frontend Developer

#### Pure

Development of a pure.app dating web application and marketing content platform.

The app works on iOS, Android and Web platforms.

- Frontend development for dating application.
- Creation of a marketing platform for blogging and various advertising mailings.
- Custom CKEditor & Strapi integration.

React · Node.js · Typescript · MobX · Redux · Saga · Styled · Next.js · Strapi · MJML · CKEditor · Webpack

### Fullstack Developer

#### Cloud Antenne Services Sàrl

Creation of software for SmartTV set-top boxes of various digital providers.

The interface of the final SmartTV set-top box looks like a regular Youtube TV-style interface. However, "under the hood" it is presented as a cross-browser HTML5 application base on Webkit & Qt Webkit. Each version of the set-top box has its own version of the browser.

- Cross-platform Front-end, working under different versions of Webkit both on the consoles themselves and in different browsers.

Luxembourg, Luxembourg  
Feb 2017 - Sep 2017

- Creation of a monitoring system for satellite devices for SmartTV infrastructure.
- Creating a clearing system the Akamai, Redis, Nginx cache.
- Participation in the creation of a deployment system.

React · Node.js · PostCSS · Backbone · Redux · Mongo · Redis · Nginx · Express · Gulp · Webpack

## Embedded Developer

### Ujet International S.à.r.l.

Creation of software for an embedded system of a scooter on-board computer connected with the infrastructure of the Internet of Things.

The on-board computer has a human machine interface for the scooter touchscreen. The operating system is its own assembly of Yocto Linux.

- Setting up, configuring and compiling Yocto Linux.
- Development of a graphical interface based on Qt Device Creation.
- Development of processes / microservices boards for working with Internet of Things infrastructure.
- Implementation of microservices for working with MQTT telemetry.

Yocto Linux · ARM · Bluetooth Low Energy · C++11 · Golang · Qt · Qml · Makefile · MQTT · Nats

Virgin Island  
2021 - Present

## Blockchain Developer

### 1inch

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Library development for Nest.js.

Kubernetes, Grafana and Prometheus adaptation for microservices development.

Russia, Kazan  
Nov 2017 - May 2019

## Fullstack Developer

### iSmart

Creation of an online platform for completing educational assignments in subjects, classes and topics for school-age children.

Tasks are created by content managers based on a template system. There are a lot of drag-and-drop and automatically-generated images based on SVG in the tasks.

- Front-end architecture development.
- Development of the task template system engine.
- Creating a Markdown editor and parser with custom SVG layouts and interactive elements.
- Development of modules for working with end users (guest / parent / child).
- Real-time game engine server side implementation.

React · Redux · JSS · SVG · Showdown · Golang · Gin · Gorilla · Mongo · Webpack · Rsuite Design · Nats

## Education

Russia, Krasnoyarsk  
*Sep 2016 - Sep 2018*



### **Master of Information Technology**

**Reshetnev Siberian State University of Science and Technology**

Software engineering

Russia, Krasnoyarsk  
*Sep 2012 - Sep 2016*



### **Bachelor of Information Technology**

**Reshetnev Siberian State University of Science and Technology**

Software engineering

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