

# IGNAT GOMZYAKOV

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## EDUCATION

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Bachelor of Software Engineering,

Saint Petersburg, Russia

ITMO University

2021 - 2025

## SKILLS

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Programming languages

Java & Kotlin, HTML, CSS, JS

Technologies

SQL, Spring framework, Ktor, JUnit, JDBC, Hibernate, GRPC, HTTP

Developer tools

Git, Jenkins, Docker, Maven, Gradle

Languages

Russian(native), English (B2)

## EXPERIENCE

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Backend developer

March 2024 - August 2024

[Yandex.Technology](#)

*Saint-Petersburg, Russia*

- Rewrote the validation system for templated alerts, improving reliability and reducing false positives by 15 %.
- Developed an MVP of a new alert type, enhancing monitoring processes and reducing incident response time.
- Added new features and fixed bugs in the alerting system, increasing the efficiency of internal infrastructure monitoring.

Backend developer

June 2023 - August 2023

[Lipt-soft](#)

*Saint-Petersburg, Russia*

- Engaged in the transfer of a separate service to a new framework for testing using BDD. (JUnit to JBehave)
- Engaged in the development of the company's infrastructure projects: connecting Google OAuth, configuring the interaction of several internal services.
- Fixing bugs on the frontend side, interacting with the React framework

Fullstack developer

March 2022 - May 2023

[MyLabs](#)

*Remote*

- Developed custom websites and web applications, handling both frontend and backend to meet client requirements.
- Built Telegram bots and integrated them with various APIs to automate business processes.
- Worked with a wide range of technologies, delivering fullstack solutions for over 70 individual projects.

## PROJECTS

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- **Telegram Quizlet bot** Telegram bot, created in the form of a compact replacement for quizlet cards, which help to quickly memorize the necessary information. The bot is configured using telegram web hooks and Spring Boot.
- **Backups** An application for creating recovery points in virtual memory and on a local repository. In the process of doing the work, many design patterns were studied. It also created its own logging mechanism and used a library for serialization and deserialization of files to save the application state.