IGNAT GOMZYAKOV

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EDUCATION

Bachelor of Software Engineering, ITMO University

Saint Petersburg, Russia

2021 - 2025

SKILLS

Programming languages

Technologies

Developer tools Languages Java, SQL (Postgres), C#, C++, C, Python, HTML, CSS, JS

Spring framework, JUnit, Thymeleaf, JDBC, Hibernate

Git, Docker, Maven, Gradle, Apache Tomcat

Russian(native), English (B2)

EXPERIENCE

Freelancer MyLabs $\begin{array}{c} \text{Mar 2022 - Present} \\ Remote \end{array}$

- Engaged in the execution of programming orders: the implementation of business logic or algorithmic tasks.
- Faced with the use of a previously unknown technology stack.
- Completed more than 70 works to order.

PROJECTS

- Banks manager Banking application that allows users to manage banks, their customers, and customer accounts. Implemented a Spring MVC application. The frontend part is implemented using the Thymeleaf template engine and the Bootstrap library.
- Visualization of the Rubik's cube Created an object representation of a Rubik's cube. It is also presented, auto-assembly, checking the correctness of the condition and disassembly. When developing the visual interface, the OpenGL library was used.
- Reports maker An application for compiling reports on the work of company employees. The application was designed using a three-layer architecture. The sqlite DBMS was used as a data warehouse. The presentation layer was implemented as a console application
- 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.