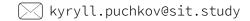
Kyryll Puchkov

Software Engineer | Schaffhausen, Switzerland | S permit



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EXPERIENCE

TINKOFF | SOFTWARE DEVELOPER

September 2021 - June 2022

- → Using own pipeline framework, created a vast microservice infrastructure with integration of automated testing service.
- → Took part in SRE team work, enhancing server reliability and overload resistance; maintained legacy code review to decrease incidents number.
- → Collaborated with peers on the development of new automation tools and services that used the Scala pure functions; worked on the elimination of the side effects and improvement of reliability and performance using the functional paradiam.

ACRONIS | RESEARCH INTERN

September 2020 - August 2021

- → Theoretically described the *qarbage collection* algorithm in search engines, based on bitmap-indexes.
- → Implemented the algorithm on a search engine based on LSM trees written in
- → Calculated the algorithm *running time* depending on the amount of added documents and IO metrics for the request gueries.

PROJECTS

GARBAGE COLLECTOR IN SEARCH ENGINES | GOLANG

2021

- → Developed an effective garbage collection algorithm, tested and compared with other solutions.
- → Written fully in *Golang* due to its convenience for *multithreading*.

MODEL OF A DISTRIBUTED SYSTEM | GOLANG

- → Implemented the *infrastructure* that allows to create models of *distributed* processes.
- → Written fully in *Golang* due to its convenience for multithreading.
- → distr-model simulates distributed processes that exchange messages with loss and supports both synchronous and asynchronous operation mode.

TELEGRAM BOT FOR THE CAMPUS DOMESTIC ISSUES | PYTHON

2020

- → This bot simplified the application filling process for the domestic issues in the campus.
- → Backend is written fully in Python, using the Google Tables. Frontend is using JavaScript to interact with users.

WEBSITE FOR PROGRAMMING CONTESTS (JUDEX) | GOLANG 2020

- → Judex is a system for *automatic testing* for student contests.
- → Backend is written fully in *Golang*, using the standard libraries and *MongoDB* Server. Project is using multithreading with *qoroutines* for faster results. *System* calls are used to manage time and memory used for test runs in isolated environment in order to keep system safe.

SKILLS

PROGRAMMING

Proficient:

Scala • Golang • SQL • C++

Experienced:

Python • LATEX • C

Familiar:

Java • Assembly

QUANTITATIVE SKILLS

Linear algebra • Discrete mathematics • Algorithms • Probability theory • Optimisation

LANGUAGES

Russian - native • English - C2 German - B1

TOOLS/PLATFORMS

Git • Make • CMake • Gitlab Cl TravisCI • Docker • Jira

EDUCATION

SCHAFFHAUSEN INSTITUTE OF TECHNOLOGY

MASTER'S IN COMPUTER SCIENCE AND SOFTWARE ENGINEERING Sep 2021 - Present | Schaffhausen, CH Cum. GPA: 5.8 / 6.0

MIPT

BACHELOR'S IN APPLIED MATHEMATICS AND PHYSICS Sep 2017 - Aug 2021 | Moscow, RU Cum. GPA: 4.9 / 5.0

REFERENCES

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