

Kirill Savvinov

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EDUCATION

ITMO University

Saint Petersburg, Russia

Information Technologies and Programming Faculty

Sep. 2021 – Aug 2025

- **Courses:** Algorithms and data structures, Object-oriented programming, Operating systems, Databases, Data Analysis School(Go)

TECHNICAL SKILLS

Languages: Go, Java, C++, C#, Java, Python, SQL

Frameworks: Gin, STL, Gorm, .NET Core, Java Spring

Tools: Git/github, Postman, Kafka, Docker/docker-compose, PostgreSQL, GitHub Actions

PROJECTS

User-segment service | *Go, Gorm, PostgreSQL*

Aug 2023 – Sep 2023

- Developed a back-end part of web application using with Gin serving a REST API

Rubik's cube | *C++, OpenGL, CLI*

April 2022 – May 2022

- Developed a Rubik's cube solver using C++ as frame and OpenGL for convolution visualization

Cat service | *Java, SpringBoot, docker-compose, kafka*

April 2023 – May 2023

- Developed a cat microservices, using Spring framework and kafka for communication between them

Backups | *C#, .NET, CLI*

Oct 2022 – Nov 2022

- Developed a Backups application, that creates a file or folder statement and saves it, created extensible architecture using OOP patterns and rules

Chess game | *Go, CLI*

Jan 2024 – Present

- Developing chess CLI game...

Bookshop | *Html, CSS, JS, Frontend*

Sep 2023 – Present

- Developed frontend part of web bookshop application, backend coming soon...