Eserkepov Tamirlan

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Software Engineer

I am a third-year student majoring in applied mathematics and computer science at MIPT. I'm interested in the Scala backend developing with Effect Systems such as ZIO, Cats-Effect, Functional Programming and paradigms, as well as Highload systems. I am open to offers.

Technical Skills

Languages	:	Scala, Java, C/C++, Python, Assembly
Databases	:	PostgreSQL
Dev Tools	:	IntelliJ IDEA, sbt, Docker, Docker-compose, Vim, Git, Gitlab, Github, CI/CD, Bash
Knowledge	:	ZIO, Functional Programming, SOLID, Algorithms and Data Structures, Concurrency, Discrete Math, Real Analysis

Education

Moscow Institute of Physics and Technology — Sep 2021 – Present
Bachelor of Phystech School of Applied Mathematics and Computer Science — Moscow, Russia

Chair of Financial Technology, Tinkoff & MIPT — Feb 2024 – Present
Backend development in Scala — Moscow, Russia

Experience

Software Engineer, Part-time. — Jan 2024 - May 2024
Dependency Analysis System, Faross — Wildberries

- Open-source project that checks and scores various packages using static and dynamic analysis tools
- Participated in the development of the overall architecture
- Developed the decision-making module
- Improved static analysis tools
- Worked with Jira, Bitbucket, Confluence, Bamboo

Projects

Urban Services Backend — Scala, ZIO, Docker, PostgreSQL

- Developed a backend application to provide various urban infrastructure services through a set of microservices.
- Implemented Auth-Service for user authentication, Routing-Service for adding locations and route finding with A-star, and Photo-Service for uploading and managing photos up to 10 MB using ZStreams.
- Documented detailed OpenAPI specifications for each service in the 'api' folder.
- Utilized technologies including Scala, ZIO, ZIO-HTTP, ZIO-SQL, PostgreSQL, Docker, and ZIO Test.
- Set up and configured the application using Docker Compose for easy deployment.
- Followed best practices for microservices architecture and backend development.

Battleship game — Python, Git

- A simple game that can be played by two people on the same computer
- Written in first-year Python class, with Pygame
- Wrote an UML Class Diagram
- Uses Pygame for GUI