

Timur Sazon

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Experience

- Aug 2021 **Software Engineer**, *PandaDoc*, Remote (USA)
Feb 2024
- Working on the Automations platform, where I've designed the technical architecture, developed a new set of microservices, and collaborated with third-party companies on different integration issues
 - Owner of several critical microservices related to electronic signature, PDF import/export, etc
 - Developing Public API using Java and Python
- Oct 2019 **Software Engineer**, *Sperasoft*, Saint Petersburg, Russia
Aug 2021
- Designing and building a game publishing platform from scratch
 - Developing OAuth 2.0 Server architecture based on Zero Trust and Token Exchange RFC standards
 - Collaborating with game developers to help them release a game on Steam
- Oct 2018 **Full Stack Software Engineer**, *Sperasoft*, Volgograd, Russia
Oct 2019
- Developing high-load network analysis and testing tools for Sony PlayStation
 - Working with low-level TCP/UDP traffic
- Sep 2017 **Software Engineer**, *Lecho (part-time)*, Volgograd, Russia
Oct 2018
- Developing a CRM platform with Activiti BPMN framework and Spring Boot

Education

2015 - 2019 **Computer Science**, *Volgograd State University*, Volgograd, Russia

Programming languages

Proficient Java
Intermediate Go, Python, JavaScript/TypeScript
Familiar C#, C++

Tools

Spring MVC/Boot Experienced with the framework and how it works under the hood, contributed a couple of bug-fixes
Frontend Familiar with React, Angular, Electron
Auth OAuth 2.0, Token Exchange, Zero Trust Architecture, RFC specs
Databases PostgreSQL, Redis, MongoDB, Cassandra, AWS DynamoDB, Elasticsearch
Cloud Docker, Helm, Vault, Kubernetes, Terraform, AWS/GCP
Git Experienced with branches, rebasing, conflicts, etc

Skills

Teamwork Written software as part of distributed and remote teams
Languages Native in Russian, proficient in English

Interests

VR/AR tech, FinTech, Aviation