

Experience

OZON BANK Golang developer, remotly.

Dec 2021 - now (1 yr 5 mos)

Work in fintech department of the company. My team is responsible for processing all operations related to virtual/plastic cards, their lifecycle etc.

- Successfully developed and launched service from prototype which now has hundreds of thousands uniq users a month
- Worked with iso8583
- Developed features, services from scratch, migrations for large tables, incl. scheme changing
- Participate in codereview

Tech stack: Golang, PostgreSQL, Kafka, Kubernetes, Gitlab

CarPrice Golang/PHP developer, remotly.

Nov 2020 - Dec 2021 (1 yr 2 mos)

Worked on the main product of the company.

- Developed from scratch and maintained several golang microservices
- Optimized several Bitrix core methods
- Integrated webpush notifications, telegram bot
- Developed integrations with external services
- Participated in codereview

Tech stack: PHP7+, Laravel, MySQL, Golang, Kubernetes, Gitlab

Sportsoft Backend developer, on site/remotly.

Oct 2019 - Nov 2020 (1 yr 2 mos)

I was responsible for creating and supporting CRM for private schools(football, language courses, music schools, etc.)

Basically I was creating core functionality of the product, e.g: lessons schedules, subscriptions, chat, whatsapp integration, event/comment system, lots of charts with aggregation data etc.

Tech stack: PHP7+, Yii2, JavaScript, jQuery, HTML/CSS, MySQL, Redis.

Effective Technologies Junior PHP developer.

Mar 2019 - Sep 2019 (7 mos)

Creating new functionality of a product, building layout according to new design etc.

Teck stack: PHP7, Yii2, JavaScript, jQuery, HTML/CSS

Intel Software Install And Packaging Intern

Dec 2018 - Mar 2019 · 4 mos

Worked in team responsible for Intel Parallel Studio installer.

Education

State University of Nizhni Novgorod named after N.I. Lobachevsky (UNN)

2014 - 2018

Bachelor's degree, Mechanic and Mathematical modeling

Other

Projects:

- Golang's hashmap implementation using generics. A source code for my articles which describe hashmap implementation under the hood in Go.
<https://github.com/wlkend/go-map>

Articles:

- Golang's hashmap implementation. part1 <https://habr.com/ru/articles/704796/>
- Golang's hashmap implementation. part2 <https://habr.com/ru/articles/717724/>
- Golang overview. <https://sky.pro/media/chto-takoe-golang/>

OpenSource contributions:

- <https://github.com/samber/lo> - optimized some methods for slices.
- <https://github.com/edoardottt/cariddi> - initiated writing tests for the project. Added tests for a utils package, fixed usage of some deprecated methods.
- <https://github.com/twharmon/slices> - improved performance and reduced memory allocations for bunch of methods