



Sergey Zhukov

SOFTWARE ARCHITECT · FULLSTACK DEVELOPER

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Summary

Software architect with 13 years of professional development experience. My position in the projects is usually a combination of architect, team lead and fullstack developer roles. I mainly focus on Java/Kotlin stack and DevOps/cloud technologies, but also have professional experience in Frontend and Desktop development. My passion is to start projects from the drawing board and deliver production ready solutions.

Skills

Cloud services	AWS (EKS, DynamoDB, Keyspaces, CDK, CloudFormation and more), DigitalOcean (DO Kubernetes)
DevOps	Kubernetes, Docker, Bash, CI/CD (Jenkins, CircleCI), IaC (AWS CDK), Prometheus
Backend development	Java (Core, Hibernate, Spring Boot, Thymeleaf, Spring Data, Spring Security and more), Kotlin
Web development	Javascript 2015 (ES6), Typescript, Webpack, SCSS/LESS
Databases	SQL DBs (MySQL, Postgres, AuroraDB), NoSQL (MongoDB, Redis), Distributed DBs (DynamoDB, Cassandra)

Education

ITMO State University

B.S. IN INFORMATION SYSTEMS AND TECHNOLOGIES

Saint Petersburg, Russia

2007 - 2012

Experience

Code Partners

Remote

SOFTWARE ARCHITECT / FULLSTACK DEVELOPER

June 2017 - present

- Joined the company as a Senior Developer to work on various outsourcing projects. Later switched to Architect/Lead position to develop startup projects initiated within the company
- As an architect, I'm involved in designing project requirements, responsible for solution architecture, setting up and managing cloud infrastructure and CI/CD pipelines
- As a lead, I interview and onboard team members, delegate tasks and review the results
- As a developer, I design and implement various parts of the system - backend, storage layer, cloud infrastructure, CI/CD, frontend

Upwork

Remote

FREELANCER

2016 - 2017

- [My Upwork profile \(currently private\)](#)
- Average project rating - 5.00/5.00
- 20 projects in different areas:
 - Java
 - Javascript/jQuery
 - Windows and MacOS installers
 - Various desktop projects: launcher and installer for a MMO game, custom Chromium build, visual components for Delphi VCL

VBrand

Remote

FULLSTACK DEVELOPER

Mar. 2017 - May 2017

- Implemented a screen capturing system (PowerShell, FFmpeg)
- Designed and developed a client-server application for video processing (cutting/merging/converting). RESTful API; Backend - Java, FFmpeg; Frontend - Javascript, Bootstrap, jQuery

- Lead developer on a number of projects:
 - Native Windows applications
 - Cross-platform applications for Windows and MacOS
 - Web services
 - Libraries for internal usage within a team (internationalization library, persistent settings library)
- Was responsible for development and release of more than 10 software products
- Used technologies:
 - Programming languages: Delphi, C++, Javascript
 - UI frameworks: VCL, Firemonkey, Skinbuilder, Sciter, CEF
 - Libraries and databases: libtorrent, bass, MySQL, FireDAC, SQLite

Notable work projects

Cloud logging solution

KOTLIN, SPRING BOOT, KUBERNETES, DYNAMODB

2021 - current

- Cloud logging tool, allowing developers to collect logs from the instances of their applications, which may be backend or desktop apps, and then inspect them
- The project is currently in the pre-launch phase, I work on formalizing functional requirements, choosing technologies, designing the architecture, delegating tasks to the team, implementing the core functionality

DevOps marketplace

JAVA, SPRING BOOT, PHP, KUBERNETES, DOCKER, JENKINS

2019 - 2021

- DevOps marketplace, allowing developers to sell their products and support to the customers. A key feature of the project is programmatic integration with DevOps platforms, such as Jenkins
- My role:
 - Design functional requirements, UI mockups
 - Develop parts of the system - backend services, web application, integrations with external services
 - Delegate tasks to designers and developers
 - Manage project infrastructure - cloud environments (Kubernetes) and CI/CD pipelines (Jenkins)

An application for processing video content

JAVA, JAVASCRIPT, BOOTSTRAP

2017

- A client-server application for processing (cutting/merging/converting) video content. Typical usage is to create highlights clip from a show or to cut out ads from a broadcast record
- Architecture:
 - Backend - Java, FFmpeg
 - Frontend - Javascript, Bootstrap, jQuery
- Backend service exposes RESTful API which serves requests from web app UI views

LoviOtvét

DELPHI

2010 - 2012

- Smart calculator for solving and simplifying math expressions and equations
- Self-implemented solving engine based on [reverse polish notation](#) builds a simplifications tree which allows displaying a solution in step-by-step fashion
- Supported math operations:
 - Common and decimal fraction operations
 - Polynomial operations including division
 - Solving linear and square equations
- A web service based on solving engine exposes RESTful API and serves requests from mobile clients and web application
- Freeware desktop, mobile and web clients were released for CIS market. Mobile clients have 500k+ installs, the backend app served more than 12 millions of requests

Self-motivated projects

Mentoring, course writing, blogging

[Practical Java course](#)

2017 - current

- As a non-commercial side project, I mentor developers (mainly Java, but also Python, PHP), helping them to build their skills and get a job
- I've created a [practical Java course](#) (in Russian), consisting of 7 pet project, covering all the major Java Backend topics
- My one-on-one mentoring to the students includes: creating a learning plan, code review, advice on how to improve their skills, and helping them to write a CV and prepare for interviews
- 4 of my students have already got a job, and 2 more are in the process of interviewing
- I blog about mentoring on [Telegram](#), and stream live coding sessions and some of the project reviews on [YouTube](#)