Evgen
Senior Full Stack Developer

SUMMARY

- Senior Python/C++ backend developer with spoken English and 17 years of cumulative experience. - He learned Machine Learning, and had a part in different server developments, network protocols, network packages, etc. - Upper-Intermediate English level.

TECHNICAL SKILLS

Main Technical Skills	Python, C++, MySQL
Programming Languages	C#, C++, Java, Python, ReactiveX
JavaScript Frameworks	Angular
C++ Frameworks	Boost C++
Python Frameworks	Django
JavaScript Libraries and Tools	RxJs
Databases & Management Systems / ORM	MongoDB, MySQL, PostgreSQL
Cloud Platforms, Services & Computing	AWS, GCP
Virtualization, Containers and Orchestration	Docker, Kubernetes
Deployment, CI/CD & Administration	GitLab CI
Operating Systems	Linux
Platforms	Unity
Other Technical Skills	libCrypto, libSSL, RxCpp, RxPY

Elite Amenity - Backend Developer

2022

Description: An application for booking and managing various services provided by authorized businesses; managing payments and scheduling.

Responsibilities:

Developing the back-end application.

Optimization of the back-end application.

Designing and developing APIs.

Creating servers and databases for functionality.

Technologies: Python/Django, PostgreSQL, pytest.

AnyHome - Backend Developer

2021-2022

Description: A real estate system that makes it possible to buy houses and apartments while accompanying a transaction

Responsibilities:

Developing the back-end application.

Optimization of the back-end application.

Designing and developing APIs.

Creating servers and databases for functionality.

Technologies: Python/Django, PostgreSQL, pytest, ATTOM data solution, Twilio

Rhinov Inspiration Book v2 - Full Stack Developer / DevOps Engineer

2021

Description: The inspiration book is integrated into another project (the client book which presents real project results).

It shows the results of Rhinov's work with various visual elements such as 3D pictures, Panoramics views, Axonomics, and a lot of miscellaneous elements.

Responsibilities:

Developing the back-end application.

Developing front-end application architecture.

Designing and developing APIs.

Creating servers and databases for functionality.

Working alongside graphic designers for web design features.

Seeing through a project from conception to finished product.

Meeting both technical and consumer needs.

Integration with Gitlab-CI.

Deployment of backend and frontend applications.

Technologies: Python/Django, MySQL, Angular, RxJs, Cypress, Nx, Gitlab-CI.

Rhinov Business Book v2 - Full Stack Developer / DevOps Engineer

2020-2021

Description: The Rhinov client book is the final deliverable of a Project ordered by a customer and on which Rhinov Designers have worked. When a project is fully completed, our back-office automatically sends a mail and an SMS to our customer with the link to this book. It

shows the results of Rhinov's work with various visual elements such as 3D pictures, Panoramics views, Axonomics, and a lot of miscellaneous elements.

Responsibilities:

Developing the back-end application.

Developing front-end application architecture.

Designing and developing APIs.

Creating servers and databases for functionality.

Working alongside graphic designers for web design features.

Seeing through a project from conception to finished product.

Meeting both technical and consumer needs.

Integration with Gitlab-CI.

Deployment of backend and frontend applications.

Technologies: Python/Django, MySQL, Angular, RxJs, Cypress, Nx, Gitlab-CI.

Rhinov Client Book v2 - Full Stack Developer / DevOps Engineer

2020

Description: B2B version of Rhinov Client Book application.

Responsibilities:

Developing the back-end application.

Developing front-end application architecture.

Designing and developing APIs.

Creating servers and databases for functionality.

Working alongside graphic designers for web design features.

Seeing through a project from conception to finished product.

Meeting both technical and consumer needs.

Integration with Gitlab-CI.

Deployment of backend and frontend applications.

Technologies: Python/Django, MySQL, Angular, RxJs, Cypress, Nx, Gitlab-CI.

Fintech time series prediction - Lead Developer

2020

Description: An application to forecast change dynamics, trends, and prices of financial products using time series data.

Responsibilities: Data analysis and training of a number of different types of neural networks to predict terms and values of execution of user requests in a support system using Keras/ Python.

Developing application core and ML integration API

Technologies: Keras, Python, Jupyter

Support analyzing - Lead Developer/Machine Learning Engineer

2020

Description: An application to predict terms and values of execution of user requests in a support system.

Responsibilities: Data analysis and training of a number of different types of neural networks to forecast change dynamics, trends, and prices of financial products using time series data and TensorFlow/Python.

Developing application core and ML integration API.

Technologies: Keras, Python, Jupyter

MotionLab tools - Lead Developer

2019 - now

Description: Tools for working with binary files of c3d format

Responsibilities: Developing, optimizing, expand the functionality

Technologies: C++, MFC

Health research project - Lead Backend Developer

2018-now

Description: Smart Watch App monitoring heartbeat. Mobile App controlling the Start Watch App

Backend App analyzing gathered data.

Responsibilities: Development of Android and Android Wear demo applications. Development of backend.

Technologies: Django, Python, MySQL, Android/Java

Trash game - Lead Developer

2019

Description: Mobile scroller 3d game

Responsibilities: Development of a mobile application

Technologies: Unity3d, firebase, C#

Photo animator - Lead Developer

2018-2019

Description: Advanced multi-platform 3D photo editor and video creator

Responsibilities: UI, business logic

Technologies: NodeJS, Electron, Angular, Express, Rxjs, BabylonJs, OpenCV, TensorFlow

Path Control - Lead Developer

October 2018

Description: An application to simulate air traffic control based on eyefactive SDK.

Responsibilities: UI developer, profiling, and optimizing the application.

Technologies: C++, OpenGL

StyleBox - Lead Developer

2018

Description: A fashion application to discover, build, enhance and share the most inspiring outfits

Responsibilities: Development of Android application

Technologies: Java, Android API

Office task tracker - Lead Developer

2018

Description: An application for a reporting system.

Responsibilities: Creation of backend for the reporting system

Technologies: Django, Python, MySql

Inoutfit - Developer

2018

Description: An application for running races competition with other users using a camera on a mobile device.

Responsibilities: Creation of the UI and play logic for the frontend. Implementation of motion SDK

Technologies: Unity3d, C#, MotionSDK

Trading bot - Developer

2018

Description: Application for the trading of cryptocurrencies on different exchanges

Responsibilities: Creation of user interface. Support of rest API.

Technologies: NodeJS, VueJS, Electron

Recognition of logos and brand "look and feel" - Developer

2017-2018

Description: The project is affiliated with advertisement technology 'share of voice'. The app checks a web page to seek and recognize logos and brand «look and feel» to calculate the share of voice.

Responsibilities: Creation and training of a neural network. Prepare data to train the neural network.

Technologies: Python, TensorFlow

Raid & Barricade - Developer

2015 - 2017

Description: A high-load server for a massive online games similar to Clash of Clans

Responsibilities: Development of server gameplay functional, the main game logic on the game client. Implementation of spam detection in a game chat using Spoken Language Understanding technology based on Keras framework.

Technologies: Unity3d, C++, MySQL, PostgreSQL, MongoDB, Boost, Ruby, HTTP, HTTPS, TLS/SSL, Python, Keras.

SayWhat - Developer

2016

Description: Advanced video editor

Responsibilities: Development of application UI

Technologies: Java (Android)

Intel Pro Extreme 2 - Developer

2016

Description: Mobile application looking for interesting moments in a video stream and compounding them into the final video.

Responsibilities: Worked on a mechanism for classification of a video by extreme sports type.

Technologies: Python, Java, TensorFlow, Android.

Intel Theme Park - Developer

2014

Description: Coordination of groups for visits to parks and monitoring the workload of the rides.

Responsibilities: Development of application UI

Viper - Developer

2014

Description: Very secure VoIP application based on SIP.

Responsibilities: Development of application UI

Technologies: Java, Android

Intel Pro Extreme - Developer

2014

Description: Mobile video editor for company Intel.

Responsibilities: Development of application UI

Technologies: Java, Android

IveyPoker - Server developer

2013

Description: Poker card game

Responsibilities: Development server side of the multiplay functional

Technologies: C++, Jenkins

NewQ - Programmer

2013

Description: A mobile strategy 2D game

Responsibilities: UI, Game engine, Render, Scripting, Client networking

Technologies: Unity, C#

World Of Midgard - Server developer

2012

Description: Online 3D MMORPG

Responsibilities: Development of gameplay functional

Technologies: C++, MySQL, Curl, Python

Client for SKEServer - Server developer

2012

Description: Cross-platform server engine for 3D MMO games

Responsibilities: Development of client functional

Technologies: C++, MySQL, Python

MercenaryCamp - Client developer, server developer

2011

Description: Online shockwave 3D shooter game

Responsibilities: Development of client and server gameplay functional

Technologies: Shockwave, MochiAds

Cyberpunk World - Client developer

2010 - 2011

Description: 3D MMORPG in the cyberpunk style

Responsibilities: Development of Items editor for the game

Technologies: C++, Lua, MySQL

Disciples Online - Server developer

2009 - 2010

Description: Browser 2D MMORPG game with step-by-step combat (www.discipleonline.ru).

Responsibilities: Development of gameplay functional

Technologies: C++, MySQL, Boost

Moon-a-Boom - Server developer

2008 - 2009

Description: Browser-based 2D MMORPG

Responsibilities: Development of gameplay functional

BI3DE Char demo - Client developer

2008 - 2009

Description: 3D client demo for showing features of the BI3DE

Responsibilities: Development of application UI

Technologies: C++, DirectX, Lua

BI3DE Architect demo - Client developer, server developer

2008 - 2009

Description: 3D client demo for showing features of the BI3DE

Responsibilities: Development of application UI

Technologies: C++, DirectX, Lua, MySQL

BI3DE Engine - Client developer, server developer

2008

Description: 3D client demo for showing features of the BI3DE

Responsibilities: Integration of OpenAL audio system

Technologies: C++, DirectX, Boost, Lua, MySQL

Corebox - Developer

2008

Description: Drills rendering application for Corebox website

Responsibilities: Realization of rendering application on Unity3d

Technologies: Unity3d, C#, C++, complex mathematics

Zayaka - Client developer, server developer

2008

Description: 3D MMO communication system

Responsibilities: Development of gameplay client functional

Technologies: C++, DirectX, Boost, Lua, MySQL

SkypeInterface2D - Developer

2007

Description: A game extension for Skype. The program of the Skype's 3d voice and video functionality management

Responsibilities: Development of application GUI

Technologies: Unity3d, C#

Character Editor - Developer

2007

Description: Editing of morph groups of the characters for “Smootsy” communication system

Responsibilities: Development of client GUI

Technologies: Unity3d, C#, C++

Smootsy - Client developer, server developer

2007

Description: 3D MMO communicational system (www.smootsy.com).

Responsibilities: Development of client gameplay functional

Technologies: C++, DirectX, Boost, MySQL, Lua

Arena Online - Client developer, server developer

2006

Description: 3D MMORPG for the Russian market

Responsibilities: Development of client and server gameplay functional

Technologies: C++, DirectX

Inquistar - Developer

2005

Description: Distributed client-server CRM system

Responsibilities: Development of application interface

Technologies: MySQL, Visual Basic