# Mark L.
# Middle SOFTWARE ENGINEER

## SUMMARY

Software engineer with a comprehensive background in full-stack and blockchain development. Proficient in languages like Rust, Solidity, TypeScript, C#, and C++, with 3 years in JavaScript and Solidity. Strong focus on blockchain ecosystems, having utilized Solidity, Ink!, and Substrate across various innovative projects, including a SPL-token creation using Solana and a cybersecurity platform for Earth satellites leveraging blockchain tech. Experienced in both front-end and back-end paradigms, employing .NET 7, ASP.NET, and React, and tools like Docker and Swagger for deployment and API management. Responsible for leading the development of complex web3 applications, such as a staking platform and a branded shoe online store, showcasing a strong understanding of SDLC, including testing with tools like Hardhat and Foundry. The engineer's project roles demonstrate an ability to handle full-stack responsibilities and a proven track record in delivering robust, scalable applications in diverse domains such as game development, e-commerce, and NFTs.

## TECHNICAL SKILLS

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|---|---|
| **Main Technical Skills** | JavaScript (3 yr.), TypeScript (3 yr.), Rust (3 yr.), Solidity (3 yr.), Solana |
| **Programming Languages** | C (2 yr.), JavaScript (3 yr.), Rust (3 yr.), Solidity (3 yr.), TypeScript (3 yr.) |
| **UI Frameworks, Libraries, and Browsers** | Chakra UI, CSS (3 yr.), HTML (3 yr.), Material UI, SASS, Styled components |
| **.NET Platform** | Entity Framework, Nlog (1 yr.) |
| **JavaScript Frameworks** | Lodash (2 yr.) |
| **JavaScript Libraries and Tools** | React Router, Styled components, Webpack (1 yr.) |
| **Data Analysis and Visualization Technologies** | Kibana |
| **Databases & Management Systems / ORM** | MySQL (1 yr.) |
| **Collaboration, Task & Issue Tracking** | Atlassian Confluence |

| Deployment, CI/CD & Administration | Axios (2 yr.), GitLab CI |
|---|---|
| **Version Control** | BitBucket |
| **BlockChain and Decentralized Software** | Chai (1 yr.), Foundry (1 yr.), Solana, Substrate (1 yr.), Yul |
| **Virtualization, Containers and Orchestration** | Docker |
| **SDK / API and Integrations** | Google Maps API, Swagger, Web API |
| **Logging and Monitoring** | Logstash |
| **QA, Test Automation, Security** | Mocha (1 yr.), Postman (1 yr.) |
| **Other Technical Skills** | JWT.Net (1 yr.), NAudio, sfsm, Waffle (1 yr.) |

## WORK EXPERIENCE

### Blockchain engineer & Front-end engineer, Custom SPL-Token by Token-2022 Program

**Duration:** 11.2023 – 02.2024
**Summary:** Custom SPL-Token by Token-2022 program in the Solana network to supplement tokens with custom functionality.
**Responsibilities:** Creating SPL-Token by token-2022 program, implementing whitelist and blacklist logic with transfer-hooks, deploying and testing contracts, and full configuration of the SPL-Token with transfer-hook.
**Technologies:** Rust, Solana, JavaScript, Anchor, Git, GitHub

### Full-stack engineer, Satellite Cybersecurity Platform

**Duration:** 12.2022 – 11.2023
**Summary:** Satellite Cybersecurity platform involving a unique blockchain application for controlling Earth satellites.
**Responsibilities:** Developing smart contracts and a satellite control system, creating client and admin portals, and implementing a registration and authorization flow.
**Technologies:** TypeScript, React, React-Router, Webpack, Polkadot.js, Rust, Ink!, Substrate, Docker, Git, GitLab

### Blockchain & Front-end engineer, The Backgammon Game in Solana

**Duration:** 03.2022 – 12.2022
**Summary:** The Backgammon Game in Solana, a Web3 application allowing on-chain processed games.
**Responsibilities:** Writing game logic and multiplayer smart-contracts, testing using Anchor, deploying game smart-contracts and front-end.

**Technologies:** Rust, Solana, JavaScript, Anchor, Git, GitHub, React, React-router, TypeScript, Zustand, Web3.js

### Blockchain engineer, Pushin Pets

**Duration:** 09.2021 – 02.2022
**Summary:** NFT project Pushin Pets with complex smart contract logic using RMRK library.
**Responsibilities:** Developing smart contracts, testing with Hardhat, creating deploy scripts, and code review.
**Technologies:** Solidity, RMRK, TypeScript, Mocha, Chai, Waffle, Ethers.js, Hardhat, Git, Bitbucket

### Full-stack engineer, Stakeholding Platform

**Duration:** 01.2021 – 08.2021
**Summary:** Stakeholding platform for users to lock tokens and receive application tokens as rewards.
**Responsibilities:** Building smart contracts for application token management and deploying them, developing front-end using React.
**Technologies:** TypeScript, React, Webpack, Solidity, Hardhat, Forge, Foundry, Ethers.js, Git, GitHub

### Front-end engineer, Corporate Car Order

**Duration:** 09.2020 – 12.2020
**Summary:** Corporate Car Order platform for efficient vehicle booking for various events and services.
**Responsibilities:** Web Application development, creating UI/UX design, mapping integration, role-based layout implementation, developing Lambda functions.
**Technologies:** Typescript, React, Redux, Axios, Yandex Maps API, HTML, CSS, Git, GitHub

### Full-stack engineer, Traffic Police Website

**Duration:** 06.2020 – 08.2020
**Summary:** Traffic Police website featuring an interactive map and a fine tracking system.
**Responsibilities:** Building RESTful APIs, implementing state management and interactive map, and handling client-server communication.
**Technologies:** C#, .NET 7, ASP.NET, Entity Framework, NLog, MS SQL, React, TypeScript, Redux, Yandex.Maps API, Axios, HTML, CSS, Git, GitHub

### Full-stack engineer, Melodies Generator

**Duration:** 05.2020 – 06.2020
**Summary:** Melodies Generator using neural networks and advanced algorithms to create music compositions.
**Responsibilities:** Designing and developing core program functionality, creating user interfaces, and integrating audio processing.
**Technologies:** C#, .NET 7, WPF, NAudio, Git, GitHub

### Full-stack engineer, USloot Online Store

**Duration:** 01.2020 – 04.2020
**Summary:** USloot Online Store for selling branded shoes imported from the USA in Kazakhstan.
**Responsibilities:** Architecting the online store, building APIs, creating UI/UX design, adding payment processing, and implementing authentication features.

**Technologies:** C#, ASP.NET, .NET 7, Entity Framework, MS SQL, NLog, FluentValidation, React, Typescript, Redux, React Router, Axios, HTML, CSS, Stripe.NET, Git, GitHub, Swagger

**Full-stack engineer, Tamagochi Game**

**Duration:** 10.2019 – 02.2020
**Summary:** Tamagochi Game, a web-based multiplayer virtual pet game with collaborative and competitive features.
**Responsibilities:** Microservice architecture implementation, UI/UX design, developing game logic, and server-side components.
**Technologies:** C#, .NET 6, ASP.NET, Entity Framework, NLog, FluentValidation, MS SQL, React, Typescript, Redux, Axios, HTML, CSS, Git, Github, Swagger

**Front-end engineer, Space News**

**Duration:** 07.2019 – 09.2019
**Summary:** Space News application developed to showcase front-end skills, integrated with space news API.
**Responsibilities:** Developing full application, implementing pagination, dynamic search, state management with Redux.
**Technologies:** React, Redux, Typescript, HTML, CSS, Swagger, Git

## EDUCATION

- **Information Technology Software, Software Engineer**