

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

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.)
.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.)
UI Frameworks, Libraries, and Browsers	Chakra UI, CSS (3 yr.), HTML (3 yr.), Material UI, SASS, Styled components
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**

