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Mark L.

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.

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 | CSS (3 yr.), HTML (3 yr.), Material UI, SASS, Styled components |
| .NET Platform | Entity Framework |
| 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 |

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|---|--|
| Deployment, CI/CD & Administration | Axios (2 yr.), GitLab CI |
| Version Control | BitBucket |
| BlockChain and Decentralized Software | Chai (1 yr.), Solana, Substrate (1 yr.) |
| 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 | Chakra UI, Foundry (1 yr.), JWT.Net (1 yr.), NAudio, Nlog (1 yr.), sfsm, Waffle (1 yr.), Yul |

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, USlout Online Store

Duration: 01.2020 – 04.2020

Summary: USlout 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**

