Max Yatkevich
Junior Software Engineer

SUMMARY

Software Engineer skilled in PHP and Python for back-end development and web scraping, with experience in C++, Linux, Docker, and Git. History of developing APIs and data parsers, with expertise in server management and CMS module implementation. Holds a Software Engineering Associate Degree with focus on core computer science principles. Contributions include a C++ Tic-Tac-Toe project, showcasing proficiency in OOP and game development. Adept in multiple database systems and modern web technologies, with a strong foundation in SDLC and code refactoring.

TECHNICAL SKILLS

Main Technical Skills	PHP (1 yr.), Python (1 yr.), Expertise in C/C++ (1 yr.), Linux (3 yr.), Docker (1 yr.)
Programming Languages	JavaScript, PHP (1 yr.), Python (1 yr.)
Python Libraries and Tools	Beautiful Soup
UI Frameworks, Libraries, and Browsers	CSS, HTML
Python Frameworks	FastAPI
JavaScript Frameworks	Lodash, React
Databases & Management Systems / ORM	PostgreSQL, SQL, SQLAlchemy, SQLite
Third Party Tools / IDEs / SDK / Services	CMake
Virtualization, Containers and Orchestration	Docker (1 yr.)
SDK / API and Integrations	FastAPI
Methodologies, Paradigms and Patterns	FDD

Operating Systems	Linux (3 yr.)

EXPERIENCE

Freelance

November 2024 - Present

Developer/DevOps

- Developed and implemented modules for CMS platforms, enhancing functionality and user experience.
- Designed and built Python-based APIs, web crawlers, and data parsers to automate data acquisition and processing
- Configured and maintained OVH servers, including server provisioning,operating system installation, and network configuration.

EDUCATION

OMFK

Software Engineering

September 2023 - Present

Associate Degree / Short-Cycle Degree

- Relevant Coursework: Introduction to Programming, Data Structures and
- Algorithms, Web Development Basics, OOP.

PROJECTS

Tic-Tac-Toe

May 28 2024 - May 31 2024

https://github.com/DownToTwo/tic-tac-toe

- Developed a Tic-Tac-Toe game in C++ using CMake and the FTXUI Library.
- Implemented game logic and user interface to ensure a seamless and interactive experience.
- Optimized code efficiency and managed dynamic memory for enhanced performance.