

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
Python Frameworks	FastAPI
JavaScript Frameworks	Lodash, React
Databases & Management Systems / ORM	PostgreSQL, SQL, SQLAlchemy, SQLite
UI Frameworks, Libraries, and Browsers	CSS, HTML
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.

