



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

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| 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.

