

SOFTLOFT

ECOMMERCE INNOVATORS

SOFT-LOFT UNIPessoal LDA

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Python developer
(Daniil)

Date: 14 November 2023

Key skills:

- Python 3.x
- Nuxt.js, Vue.js 2/3, Angular.js
- JS, HTML, CSS
- Django/DRF, Django CMS, Flask
- ORMs (Django ORM, SQLAlchemy)
- PostgreSQL, Redis, MySQL, SQLite
- Git, Docker, Nginx
- CI/CD, GitHub Actions, Terraform
- GCP, Google Kubernetes Engine
- Unit testing, Swagger, Postman, Sentry - SOLID, OOP, algorithms
- Knowledge of FastAPI, Angular2+
- Basic knowledge of C++, C, Java

Education :

- 2016 - 2019 - Kyiv National University of Taras Shevchenko - Master of Science in Computer Math

Languages:

- Ukrainian – Native
- English – Intermediate

Work experience:

Period of work	Position
2023 – Present time	Full Stack Web-Developer
2022 - 2023	Full Stack Web-Developer
2020 - 2022	Software Developer Engineer
2018 - 2020	Project Manager

Projects experience:

Period:	2022 - 2023
Project description	Beetroot
Responsibilities:	<ul style="list-style-type: none"> • Developed and maintained codebase for frontend and backend. Managed containerized applications using Docker and orchestrated them with Google Kubernetes Engine (GKE). • Transformed a monolithic web application into a microservices architecture, improving system performance. • Monitored and addressed production issues by tracking customer success channels, GCP projects and implementing hotfixes as needed. • Implemented a modular system design specifications to manage a website. • Integrated third-party services and APIs, including billing, OAuth, and monitoring tools. • Optimized backend API calls, SQL queries, and executed SEO optimization, propelling the site to the top of Google search results. • Conducted regular performance testing and optimization of cloud resources on Google Cloud Platform (GCP). Implemented monitoring and logging solutions with Cloud Logging/Monitoring and Cloud Pub/Sub to proactively address production issues.
Used technologies:	Python, JavaScript, TypeScript, Django/DRF, Django CMS, Nuxt.js 2/3, PostgreSQL, Redis, GCP, Google Kubernetes Engine, Cloud SQL, Cloud Logging/Monitoring, Cloud Pub/Sub, Terraform, Docker, CI/CD, GitHub Actions.
Role in project:	Full Stack Web-Developer

Period:	2020 - 2022
Project description	IPnet
Responsibilities:	<ul style="list-style-type: none"> • Developed an internal CRM system, catering to various company departments, and maintained code quality through rigorous unit testing. • Successfully integrated third-party services, such as VchasnoUA for quickly signing documents and Hyper - a tool for improving the messaging service for users.

	<ul style="list-style-type: none"> ● Managed and integrated various payment systems, such as Portmone, EasyPay, and IPay, into APIs while generating reports. ● Enhanced the performance of the Personal Cabinet application, facilitated React Native mobile app development with DRF, Swagger, and seamlessly integrated OAuth with Google, Facebook, and Apple ID. ● Actively participated in architectural decision-making during client meetings, exerting an impact on project outcomes. ● Led and managed small-scale outsource projects, ensuring on-time and high-quality delivery, showcasing adaptability and problem-solving skills.
Used technologies:	Python, JavaScript, Django/DRF, Angular.js/Angular7, Vue.js 2, Nginx, PostgreSQL, Redis, SQLAlchemy, Docker, CI/CD, GitHub Actions, Swagger, React Native, BaseCamp, Jira.
Role in project:	Full Stack Web-Developer

Period:	2018 - 2020
Project description	4Enjoy Games
Responsibilities:	<ul style="list-style-type: none"> ● Planned project objectives and development tasks across departments, ensuring a streamlined and efficient development process. ● Personally conceptualized and crafted game design and a compelling storyline when needed. ● Promoted team cohesion and improved communication channels, resulting in increased development speed. ● Managed team conflicts to ensure a harmonious work environment and seamless project progress. ● Orchestrated the deployment of applications, overseeing risk management strategies to guarantee project timelines and quality were maintained. ● Led recruitment efforts, conducting thorough hiring processes, and facilitated the onboarding of new team members, contributing to the studio's growth.
Used technologies:	
Role in project:	Project Manager