DANIIL ZHDANOVICH

Backend Developer|Software Engineer

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EXPERIENCE

Backend Developer
Luckey

📅 15th Sep, 2020 - now   ⚲ Minsk,Belarus

- Research and development of the application's server side on the top of NodeJS and Express.

- Working with team on design, development and integration of an application.

- Experience with performance analysis, optimization, unit-testing, deploying, different frameworks and services such as **Mongo**, **Mocha**, **RabbitMQ**, **CircleCI**

SKILLS

- Languages: JS(proficient), C++(proficient), Python(comfortable), C#(comfortable)

- Libraries: Napi, Express, Mocha(JS), Mongoose, STL, Boost, Tensorflow

- Platforms: MacOS, Linux, Visual Studio Code, Sublime Text, Postman, Unity Game Engine

- Instruments: Git, CircleCI, Docker, Nginx, MongoDB, Redis, RabbitMQ

EDUCATION / COURSES

BSc - Applied Mathematics and Computer Science
Belarusian State University, Minsk

📅 Sep 2019 – present **8.0/10.0 GPA** *(transcript)*

C++ Development *(certificate)*
Moscow Institute of Physics and Technology, Yandex and E-Learning Development Fund

📅 Jul 2020 – Aug 2020

ACCOMPLISHMENTS

- Finalist of the Olympiad "Technocup", **2019**

- Participant of the Olympiad "BSUIR open cup", **2019**

- Participant of "The 2020 Belarus and Baltics Regional Qualification Contest", **2020**

- Awardee of Bel Huawei - BSU Challenge **2020**

- Finalist of the Yandex Cup Backend, **2020**

PROJECTS

Yandex Music Downloader
(see on Google Webstore)

- Developed a chrome extension that provides functionality for music downloading. At the moment, the extension is used by more than **5000** people who gave an average rating of 4+.

- The project was written in **JavaScript**.

Cpplogger *(see on GitHub)*

- Developed a library for simple and beautiful console logging. Library is using ANSI escape code for colour and interactive output. Cpplogger supports both Windows and Unix-like systems. Code written in according to the Google codestyle and with help of Git as a version control system. Also it brings file logging and better error tracing system.

- The project was written in **C++**.

- Libraries: STl, WinAPI(for windows support).

2D Light Algorithm *(see on GitHub)*

- Researched and developed an algorithm for light simulation on a plane. This project is a performance optimization of ray-tracing algorithm on a 2-d plane. Instead of using a K-d tree, it translates segments into the polar coordinates and uses an interval tree for searching. On the medium and small datasets this algorithm is working faster than a similar that is using K-d tree.

- Live demonstration of the project.

- The project was written in **JavaScript**.

- Data Structures and algorithms: K-d tree, Interval tree, Median of medians.

Compliment Me Please
(see on complimentmeplease.com)

- Trained a GPT-2 model on the custom dataset, for generating fun compliments. Developed a server API on **NodeJS** and **Nginx**. Deployed on Linux server.

- The project was written in **Python** and **JavaScript**.

- Platform: Google Colab, Linux.

- Libraries: Tensorflow, Express.

Random Shuffle *(see on GitHub)*

- Developed an algorithm of cryptographically safe shuffle. It uses **RC4** algorithm for random number generation, and **SHA-2** for getting an initialization vector from input. That gives us a shuffle that will stay the same on the same input.

- The project was written in **JavaScript**.

- Algorithms: RC-4, SHA-2.