

Andrew KRAVCHUK

PERSONAL DATA

PLACE OF RESIDENCE: Podgorica, Montenegro
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WORK EXPERIENCE

AUG 2020 – JUL 2021 | Senior developer at RAVENPACK INTERNATIONAL, Malaga
Improving various parts of Common Lisp-based news processing system. Implementing Jenkins pipeline for batch processing of prior data.

MAR 2018 – UNTIL NOW | Instructor at OTUS ONLINE EDUCATION LTD., Moscow
Conducting lectures for the course “Python developer”. Giving feedback on homework assignments. Creating course “C developer” from scratch.

NOV 2016 – SEP 2017 | Freelance programmer
Gathering requirements; design and development of the webservice for comparing prices on european print market using Django, Celery and Scrapy.

MAY 2016 – SEPT 2016 | Software engineer at JSC AEROSPACE SYSTEMS EXPERIMENTAL DESIGN BUREAU, Dubna
Integrating internal 2D design system with external software, including reverse-engineering its protocol; code review and design planning.

JUN 2015 – APR 2016 | Programmer at VIDEOINTELLECT LTD., Dubna
Design and implementation of distributed CCTV system using C++ and Python. Successful system installation at St. Petersburg subway. Administration and support of IT infrastructure.

FEB 2014 – SEPT 2014 | Programmer at VICMAN DEVELOPMENT LTD., Dubna
Revival of prominent C++-based application Free Download Manager, with particularly successful effort to create its Chrome extension.

JUL 2009 – JUL 2011 | Engineer at RESEARCH INSTITUTE OF APPLIED ACOUSTICS, Dubna
Implementing data exchange with the ADCs and realtime data processing. Design and development of multithreaded cross-platform apps using Qt. Firmware development for MIPS and ARM based videocameras.

EDUCATION

SEP 2015 | Postgraduate studies in APPLIED MATHEMATICS AND INFORMATICS, **Dubna University**

JUN 2012 | Master of APPLIED MATHEMATICS AND INFORMATICS, **Dubna University**

AUG 2010 | Bachelor of APPLIED MATHEMATICS AND INFORMATICS, **Dubna University**

SKILLS

My most sharp skills are design, development and maintenance of software for x86 and x86-64 platforms, Windows and Linux operating systems using C, C++ and Python. I've done a few mid-size pet projects in Scheme and Clojure, and used Common Lisp professionally for almost a year.

I have experience of using Shell and Python languages to automate routine activities, as well as wide experience of using software frameworks and libraries: GLib, GStreamer, STL, Boost, Qt, QtPlot, OpenCV, Django etc. I've also used Docker, GitLab CI and several other DevOps tools in practice.

I have proficiency in test-driven development, basic SQL skills, and experience in Subversion, Mercurial, Git version control systems as well as in Autotools and CMake build systems.

I possess knowledge of the principles of computer networks and protocols work. I have skills in programming using Berkeley sockets API and asynchronous interfaces, such as epoll, kqueue and io_uring.

I've been teaching programming since masters degree studies, to both university students and mid-level professionals. The pinnacle of this path is creating and maintaining my own well-received course devoted to plain C programming through several student groups at Otus online platform.

My native language is russian, but I can both read, write and speak english at a decent level. I'm currently studying serbian.