

Software Engineer

Daniil

Bezuglov

CONTACT INFORMATION

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SKILLS

- Javascript
- Typescript
- Vue.js
- Nuxt.js
- HTML
- CSS
- Python
- BASH, Git, Docker

LANGUAGES

- English | Intermediate
- Russian | Native

LINKS

🌐 <https://picunada.vercel.app/>

🐙 <https://github.com/picunada>

📍 @picunada

CAREER OBJECTIVE

I am a problem solver who is eager to grow as a software engineer in an emerging company. I am passionate about software development and motivated to advance and expand my skill set through mentorship and challenging projects. My goal is to work with a team of talented professionals where I can contribute my skills and learn from my colleagues.

EXPERIENCE

QA Engineer

Digital Spirit. Russia, Astrakhan | Oct 2020 - Apr 2021

As a QA engineer at Digital-Spirit, I tested the code for the Interbank Bus System. I worked with the development team to improve system resilience and created mock data classes for the testing environment. This experience taught me the importance of attention to detail and the ability to work collaboratively with others.

Software Engineer

Lockerbot. Vietnam, Nha Trang | Apr 2021 - Present

As a full-stack developer at Lockerbot.io, I collaborated with a startup team to bring projects from start to finish. I participated in all stages of development, from planning to deployment. I worked with the team to improve the quality of the product and ensure that it met the needs of our customers.

Software Engineer

Outsource. Apr 2021 - Present

At Outsource, I worked on a variety of projects, including:

- Created an exchange telegram bot (Python, aiogram, PostgreSQL).
- Worked on the backend of the marketplace for private investigators (Django, DRF).
- Created an admin dashboard for billing with RSA signing messages logic, using Vue 3 + Django(DRF) stack.

This work allowed me to develop my skills in a variety of areas and work with different teams and technologies.

EDUCATION

COMPUTER SCIENCE

Synergy University. Russia, Moscow | Sep 2020 - Present

My coursework has included a variety of computer science topics, including software engineering, algorithms, and data structures. I am always looking for opportunities to learn and grow my skills.

ACHIEVEMENTS

TON Foundation hackathon 2nd place 10K\$ award. My team have made significant progress towards achieving the primary objective of the hackathon. Specifically, our team has effectively identified and implemented the key advantages of the new TON technology in our project. Notably, I was responsible for coding our project idea, which was a crucial element in the successful completion of our work.