

# Denis Kandrov, Software Development Engineer

#### PROFESSIONAL SUMMARY

Cross-platform applications development engineer with over 13 years of professional experience. Linux system administrator with over 4 years of experience. Utilizes C#, C++ for backend and JavaScript for frontend part. Solid knowledge of mainstream technologies, optimization tools, guidelines and codequality requirements. Strong abilities to identify, understand and give priority to issues. Well organized, with the ability to multitask, to work independently, and to adjust priorities to meet changing requirements. Possesses presentation and public speaking skills.

#### **TECHNOLOGY SUMMARY**

Languages: C#, PowerShell, UNIX shell, Batch(CMD), SQL, C/C++, HTML/CSS, TypeScript,

JavaScript, Java SE

DBMS: MariaDB (MySQL), MongoDB, SQLite

IDEs and Tools: Azure pipelines with YAML configurations, MS build, Visual Studio Code, Visual

Studio, Android Studio, Xcode, Docker, Git, Mercurial, Subversion, ant, maven, JIRA, Confluence, FishEye and Crucible, knowledge of CI/CD (TeamCity, Jenkins,

Travis CI, Hudson, AppVeyor), Apache, Nginx, Rascal, dotPeek

Other skills: DevOps, OOP and functional programming, Agile development (scrum), GUI

testing, manual testing, unit testing, analyzing crash reports, porting various

Linux CLI applications to Windows and OS X.

#### **KEY TECHNICAL SKILLS**

#### **Back-end development**

- REST API services on Node.js, Java, PHP
- SQL, NoSQL databases
- Unit testing (Mocha)

#### **DevOps**

- Experience with different Linux/Unix operating systems
- Experience in automation using custom scripts on Bash, Python, PowerShell
- Experience with Docker
- Experience with CI tools: Travis CI, Hudson, Jenkins, TeamCity, AppVeyor, Azure Pipelines

## Front-end web development

- JavaScript/TypeScript
- Some experience of SPA applications development on React

#### Mobile development

- Some experience with Android (Java, Xamarin.Forms), iOS (Xamarin.Forms) development
- Experience with tools: Gradle, Maven

## Desktop application development

- Development cross-platform applications on Qt and XWT
- Development native application on Windows Forms
- Development for Windows and Linux by using native APIs
- Unit and GUI testing
- Implementing support of 3<sup>rd</sup> party libraries and tools

Development methodologies (Agile, Continuous Integration, Design patterns, Unit testing)

# PROFESSIONAL EXPERIENCE

#### Akvelon

## Software Development Engineer

May 2017 – present

Microsoft Power BI – is a business analytics solution that lets you visualize your data and share insights across your organization, or embed them in your app or website. Connect to hundreds of data sources and bring your data to life with live dashboards and reports. Our team has been working on supporting of build and test infrastructure of Power BI project based on Azure.

#### Responsibilities:

Investigated rare issues related to the test infrastructure based on complex Azure pipelines;

- Added a few custom build tasks for the build and test pipelines to decrease possible security vulnerabilities;
- Automated various repetitive actions of the DevOps team by creating new Azure pipelines:
  - Provided alerts configuration;
  - Validated agents configuration;
  - Reduced number of duplicated alerts.

<u>Used languages and technologies:</u> PowerShell, Azure DevOps API, T-SQL, Azure Pipelines

Microsoft Xamarin.Forms Designer for Visual Studio – is an add-on for Visual Studio to help developers create iOS applications using the visual editor. With the Designer a developer gets full working storyboard or .xib file. Our team has been working on new features, bug fixing, adding support of new versions of iOS SDK and XCode.

#### Responsibilities:

- Investigated Windows related issues (build and working of application);
- Investigated issues related to connection between Windows host and macOS server;
- Fixed GUI related issues;
- Fixed localization issues;
- Analyzed crash reports.

<u>Used languages and technologies:</u> C#, XWT, PowerShell

Ink to Code – is an application for Windows Mobile to help developers create Xamarin. Forms applications using the visual editor. With the Ink To Code a UI designer can draw interface of new application and then a developer can get the template of GUI interface as XAML file.

#### Responsibilities:

- Investigated analogues projects and offered to implement new features which would be useful for
- Implemented new features: added new recognizable elements, improved alignment of elements, etc.

Used languages and technologies: C#

Microsoft CRM Solutions: Marketing Application – an app to help businesses engage their customers while staying productive at work and on the go. Arrive prepared for every appointment, and update notes, tasks, contacts, accounts, cases, and leads while the details are still fresh. Allows salespeople to manage their sales data, guided by contextual business process, while on the go. Gives agents and supervisors freedom of mobility with the full scope of case management. Offers a seamless user experience in a 'configure once, deploy everywhere' model. Our team has been working on new features, enhancing user interactions with a rich set of controls and bug fixing.

#### Responsibilities:

- Investigated business scenarios errors and fixed them;
- Analyzed crash reports using Kusto.Explorer;
- Refactored existing codebase to switch to a new front-end with React.

<u>Used languages and technologies:</u> C#/Script#, TypeScript/JavaScript, MS SQL

VS Mobile Center – a mission control for apps. Automatically build your app, test it on real devices, and distribute it to beta testers Collect crash reports and user analytics, including custom events Add cloud-based user authentication and table storage in minutes.

Responsibilities:

• Implemented support of Mobile Center for Jenkins.

Used languages and technologies: TypeScript/JavaScript, Java

# Unipro

## Software Development Engineer, Unix System Administrator

2008 – April 2017

## Responsibilities:

- Developed parts of the basic functionality Unipro UGENE;
- Developed functional and graphic design for Unipro UGENE and Apache OpenMeetings;
- Prepared releases Unipro UGENE for Linux, Windows and Mac OS X operation systems;
- Ported various bioinformatics applications to Windows, Mac OS X;
- Developed simple system for analysis of automatic crash reports of Unipro UGENE;
- Analyzed crashes Unipro UGENE investigating logs and stack dump of program;
- Wrote the news in social networks about features of Unipro UGENE and Apache OpenMeetings.
- Developed a lecture about RNA-seq for the bioinformatics course for young scientists from the Vector lab;
- Supported servers of the company.

Used languages and technologies: C++, Qt Framework, SQLite, PHP, Java, JavaScript, Bash

#### **MSTeam**

#### Software Development Engineer in Test

2007 - 2008

Beta testing of applications. Developed GUI automatic test system based on the Windows
 Presentation Foundation technology.

Used languages and technologies: C#, WPF

#### Novosoft

# Software Development Engineer in Test

2006 - 2007

• Beta testing of applications; configuration and support IBM Rational Robot automated test system.

**Used languages**: VBScript

# **OTHER PROJECTS**

# **QSpec**

2016 to Present

QSpec is a GUI testing library for Qt desktop applications.

#### **PliXos**

2009 to 2010

PliXos is platform for outsourcing projects management.

# Sputnik (JavaScript conformance test)

2008

Sputnik is a JavaScript conformance test suite of ECMA-262 specification.

# **EDUCATION**

Master's degree in physics, Radio physics from Novosibirsk State University