



# Sergey Zhukov

SOFTWARE ARCHITECT · FULLSTACK DEVELOPER

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## Summary

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Software architect with 13 years of professional development experience. My position in the projects is usually a combination of architect, team lead and fullstack developer roles. I mainly focus on Java/Kotlin stack and DevOps/cloud technologies, but also have professional experience in Frontend and Desktop development. My passion is to start projects from the drawing board and deliver production ready solutions.

## Skills

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**Cloud services** AWS (EKS, DynamoDB, CDK, CloudFormation, Keyspaces and more), DigitalOcean (DO Kubernetes)

**DevOps** Kubernetes, Docker, Bash, CI/CD (Jenkins, CircleCI), IaC (AWS CDK), Prometheus

**Backend development** Java (Core, Hibernate, Spring Boot, Thymeleaf, Spring Data, Spring Security and more), Kotlin

**Web development** Javascript 2015 (ES6), Typescript, Webpack, SCSS/LESS

**Databases** SQL DBs (MySQL, Postgres, AuroraDB), NoSQL (MongoDB, Redis), Distributed DBs (DynamoDB, Cassandra)

## Education

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### ITMO State University

B.S. IN INFORMATION SYSTEMS AND TECHNOLOGIES

*Saint Petersburg, Russia*

*2007 - 2012*

## Experience

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### Code Partners (Australia)

*Remote*

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*June 2017 - present*

- Joined the company as a Senior Developer to work on various outsourcing projects. Later switched to Architect/Lead position to develop startup projects initiated within the company
- As an architect, I'm involved in designing project requirements, responsible for solution architecture, setting up and managing cloud infrastructure and CI/CD pipelines
- As a lead, I interview and onboard team members, delegate tasks and review the results
- As a developer, I design and implement various parts of the system - backend, storage layer, cloud infrastructure, CI/CD, frontend

### Upwork

*Remote*

FREELANCER

*2016 - 2017*

- [My Upwork profile \(currently private\)](#)
- Average project rating - 5.00/5.00
- 20 projects in different areas:
  - Java
  - Javascript/jQuery
  - Windows and MacOS installers
  - Various desktop projects: launcher and installer for a MMO game, custom Chromium build, visual components for Delphi VCL

### VBrand (Israel)

*Remote*

FULLSTACK DEVELOPER

*Mar. 2017 - May 2017*

- Implemented a screen capturing system (PowerShell, FFmpeg)
- Designed and developed a client-server application for video processing (cutting/merging/converting). RESTful API; Backend - Java, FFmpeg; Frontend - Javascript, Bootstrap, jQuery

- Lead developer on a number of projects:
  - Native Windows applications
  - Cross-platform applications for Windows and MacOS
  - Web services
  - Libraries for internal usage within a team (internationalization library, persistent settings library)
- Was responsible for development and release of more than 10 software products
- Used technologies:
  - Programming languages: Delphi, C++, Javascript
  - UI frameworks: VCL, Firemonkey, Skinbuilder, Sciter, CEF
  - Libraries and databases: libtorrent, bass, MySQL, FireDAC, SQLite

## Notable work projects

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### Cloud logging solution

AWS, JAVA, KOTLIN, SPRING BOOT, KUBERNETES, DYNAMODB

2021 - current

- Cloud logging tool, allowing developers to collect logs from the instances of their applications, which may be backend or desktop apps, and then inspect them
- The project is currently in the pre-launch phase, I work on formalizing functional requirements, choosing technologies, designing the architecture, delegating tasks to the team, implementing the core functionality

### DevOps marketplace

JAVA, SPRING BOOT, PHP, KUBERNETES, DOCKER, JENKINS

2019 - 2021

- DevOps marketplace, allowing developers to sell their products and support to the customers. A key feature of the project is programmatic integration with DevOps platforms, such as Jenkins
- My role:
  - Design functional requirements, UI mockups
  - Develop parts of the system - backend services, web application, integrations with external services
  - Delegate tasks to designers and developers
  - Manage project infrastructure - cloud environments (Kubernetes) and CI/CD pipelines (Jenkins)

### An application for processing video content

JAVA, JAVASCRIPT, BOOTSTRAP

2017

- A client-server application for processing (cutting/merging/converting) video content. Typical usage is to create highlights clip from a show or to cut out ads from a broadcast record
- Architecture:
  - Backend - Java, FFmpeg
  - Frontend - Javascript, Bootstrap, jQuery
- Backend service exposes RESTful API which serves requests from web app UI views

### LoviOtvvet

DELPHI

2010 - 2012

- Smart calculator for solving and simplifying math expressions and equations
- Self-implemented solving engine based on [reverse polish notation](#) builds a simplifications tree which allows displaying a solution in step-by-step fashion
- Supported math operations:
  - Common and decimal fraction operations
  - Polynomial operations including division
  - Solving linear and square equations
- A web service based on solving engine exposes RESTful API and serves requests from mobile clients and web application
- Freeware desktop, mobile and web clients were released for CIS market. Mobile clients have 500k+ installs, the backend app served more than 12 millions of requests

## Self-motivated projects

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### Mentoring, course writing, blogging

[Practical Java course](#)

2017 - current

- As a non-commercial side project, I mentor developers (mainly Java, but also Python, PHP), helping them to build their skills and get a job
- I've created a [practical Java course](#) (in Russian), consisting of 7 pet project, covering all the major Java Backend topics
- My one-on-one mentoring to the students includes: creating a learning plan, code review, advice on how to improve their skills, and helping them to write a CV and prepare for interviews
- 4 of my students have already got a job, and 2 more are in the process of interviewing
- I blog about mentoring on [Telegram](#), and stream live coding sessions and some of the project reviews on [YouTube](#)