



**VALENTIN
ZAKHAROV**
Senior software architect

+38 (067) 484-1959
email@vzakharov.net
Europe/Remote
linkedin.com/in/v-zakharov

Software & web developer, Cloud architect, IoT enthusiast, Founder of L2Domion game server (closed), Bitcoin maximalist, Malware researcher, Reverse engineer. I'm looking for bleeding edge projects with difficult problems to be solved!



Expertise

Software development Cloud architect Distributed systems Java C/C++
Python JavaScript AWS DevOps Algorithms Data structures Blockchain



Software architect and design methodology

OOP and OOD methodology experience
Experience with enterprise level solution architectures
Demonstrated experience in distributed systems

Significant experience with micro-service architectures
Relevant and recent Cloud computing experience
Solid design documentation skills using UML



Technology stack



Java:
J2EE, SE, JSP, Spring, Spring Boot, Hibernate, JUnit, SWT, JDBC, JNI, Maven, Gradle



Python:
Flask framework, MicroPython



Other Programming languages:
Go, Ruby, Kotlin, PHP, ASM, C#, VB



DevOps:
AWS, Docker, Pivotal CloudFoundry, Jenkins, CI/CD



Amazon Web Services:
EC2, ECS, ELB, S3, Route53, Lambda, RDS, SES



Embedded IoT devices:
Raspberry Pi, ESP32, AVR
Hrdware & software development for IoT



C/C++:
C++ for Windows (Win32/MFC/ALT/WinAPI/DirectX), C for Linux, Ant, bash-scripting



JavaScript:
AngularJS, NodeJS, TypeScript



Front-end:
HTML5, CSS3, LESS, SCSS, JavaScript, jQuery



Databases (SQL/NoSQL):
MySQL, PostgreSQL, Oracle DB, Cassandra, SQLite



System integration and messaging:
JMS, REST/SOAP, Message brokers (MQTT, AMQP)



Reverse engineering:
Malware research, Hacking games, IDA Pro, Ollydbg, WinDbg



Employment history

since 2020



Java Agent Owner, Sqreen, Paris, Île-de-France, France

Achievements and responsibilities:

- Build, test and release Sqreen agents;
- Design and implement key features, protocols and protections running within our customers' applications;
- Use modern development methods and tools to put your code in production quickly;
- Contribute tangibly to our core product, bringing value to our customers each and every week;

2018 – 2020



Senior Software Engineer, Uniqid Inc, Sun Francisco, CA

Achievements and responsibilities:

- Rebuilt existing Uniqid system into SaaS, this allowed us to take the product to a new level and gain new customers;
- Design architecture and implement cloud infrastructure for Uniqid SaaS service on AWS;
- Implemented Identity and access management system as a part of Uniqid service;
- Developed scalable distributed multi-customer service in cloud that serve millions of IoT devices;
- Prepared PoC of product (including design and implementation) for customers and assistance in preparing demo;

2017 – 2018



Senior Software Engineer, Unigma LLC, Boston, MA

Achievements and responsibilities:

- I was working on multi-cloud management platform for MSPs and IT organizations both back-end and front-end;
- Was implementing improvements to the Unigma service according to customers' requirements;
- I developed billing subsystem for public clouds such as AWS, Azure, Google cloud;
- Significantly improved Unigma's interface – made it more user friendly;
- Provided training and support for customer who had problems and required in trouble-shooting;

2015 – 2016



Senior Java Developer, Trainsmart, London, United Kingdom

Achievements and responsibilities:

- I was working on back-end services, developing automatic training systems to prepare for sport events;
- Was implementing integrations with various fitness-trackers to analyze health measurements and provide training recommendations;

2010 – 2012



Senior C / C++ Developer, LPT-IT, Vajle, Denmark

Member of the team which worked on backend of "VIAS" – traffic info system for railways which provide public information about vehicles.

2010 – 2015



Developer Java / C++ / PHP, Upwork

Achievements and responsibilities:

- Worked on modifications for existing web applications based on J2EE / Spring.
- Build websites on PHP using WordPress.
- Developed various tools and libraries for projects running on Windows / Linux

2007 – 2010



Java Developer, Bumpnetworks Inc., Odessa, Ukraine

Achievements and responsibilities:

- Developed from scratch "Onavia Video Player" – high definition player with H.264 video compression standard support;
- Develop "Ozolio" – live HD streaming solution, as a part of team;
- Developed 3D "VirtualTour" system as java applet for hotels' site.

2005 – 2007



Java Developer, Linteltrans Inc. Odessa, Ukraine

Achievements and responsibilities:

- Participated in creating J2ME games for mobiles;
- Involved in a full-cycle development from idea to release product;
- Developed game designer's tool for mobile game engine.



Education

2003 – 2008

Master of Computer Science

Odessa National Polytechnical University

Specialty: System programming for Operating Systems

2009 – 2012

Bachelor of Science in Economics

Odessa National University

Specialty: International economic relations