

Andrey Popov

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Motivated software engineer with a strong command of fundamental languages, including Python, React and Java, and proficiency in web development, cloud computing, and agile methodologies. Having a strong work ethic, I can tackle complex and unfamiliar tasks with responsibility, creativity, and dedication.

EXPERIENCE

Software Engineer

Apr. 2023 – Sep. 2023 (6 months)

Minimax Labs Limited

London, UK

- Delivered a key feature ahead of schedule, solidifying the company's success in an early showcase to a new client
- Developed a B2B desktop app, based on the Eclipse Platform using the Java, SWT, and EMF framework
- Took responsibility for the long-term project and presented result feature in a client demonstration call
- Created many new UI components implementing tools for LNG optimization and patched existing functionality
- Produced a new company website Frontend, responding quickly and patiently to ever-changing requirements
- Supplemented source code with comprehensive JUnit tests to ensure system stability

Undergraduate Teaching Assistant

Oct. 2022 – Mar. 2023 (7 months)

Imperial College London

London, UK

- Organized and led 17 people workshops about Git, SQL and other software engineering tools
- Tutored Java, Kotlin and Haskell to a group of eleven first-year students, adapting to diverse learning needs
- Performed code reviews and provided personalised feedback, guidance and individual mentorship

Computer Science Private Tutor

July 2022 – Present (2+ years)

Self-Employed

Worldwide, Remote

- Helped many people and learned how to deliver complex information clearly and simple to understand
- Developed tailored lesson plans, optimizing Python, C/C++, and Java learning for over 20 students
- Promoted practice by guiding the interactive app coding projects in SDL2 and Pygame Zero graphics libraries

PROJECTS

Pokemon Help Centre | *Python, Django, Flutter, Sqlite*

June 2024 – July 2024

- Developed a user enquiry processing application, with Pokemon data fetched from PokeAPI
- Wrote Backend in Django, including REST framework with SQLite database
- Implemented mobile app frontend with Flutter, where users can authenticate and submit enquiries

Scaling Extreme Startup | *Python, Flask, React.js, Docker, AWS, MongoDB*

Oct. 2022 – Jan. 2023

- Working in a group of six created an educational tool for an MSc course at Imperial College
- The project deliverable application has been successfully applied on Deutsche Bank's CI/CD workshop
- Developed a dockerised web application using Flask serving a REST API with React frontend
- Played a key role configuring AWS Lambda, SQS and DynamoDB into flexible horizontally scalable system

Project MmmmBoxes | *Python, Flask, JavaScript, Pytest, SQL (Postgres)*

May 2022 – June 2022

- Solved an existing problem in the managing of the package collection at universities
- Configured CI/CD pipeline that tests and deploys Flask Web application on Heroku
- Worked in a team of four with regular customer interaction for continuous feedback

SAT: Self-Attachment Therapy Platform | *Python, Flask, JavaScript, Unity, SQLite*

Oct. 2023 – June 2024

- Developed cross-platform Unity 3D game that helps patients follow the SAT protocol in psychotherapy
- Continuously delivered production Flask website facilitating WebGL game hosted on Apache VPS

EDUCATION

Imperial College London

London, UK

2:1 Hons MEng in Computing

Oct. 2020 – July 2024

TECHNICAL SKILLS

Languages: Python, Java, C/C++, SQL, JavaScript, C# Kotlin, HTML, CSS, Golang, Haskell

Frameworks: Django, React, Pytest, Eclipse EMF, JUnit, Flask, Flutter, Android SDK

Developer Tools: Git, Docker, AWS, GitLab-CI, Firebase, Unity, Godot, Apache HTTP Server

Libraries: Requests, Boto3, NumPy, Pandas, Psycpg2, SDL2, SWT, Retrofit, TKinter, ANTLR