

### **General Information**

First name, birthday	Viachaslau, 02.07.1975

### **Education**

Institute of higher education	Belarusian State University, Minsk

## Foreign languages

	Everyday topics		Professional topics			
	Reading	Writing	Speaking	Reading	Writing	Speaking
English	Intermediate	Intermediate	Elementary	Intermediate	Intermediate	Elementary
Russian	Fluent	Fluent	Fluent	Fluent	Fluent	Fluent

# **Professional Activity/Experience (Summary)**

Database Programming: Oracle PL/SQL language
Good knowledge of .NET Framework, WinForms
Good knowledge of C++, C#
Experience with databases Oracle, MS SQL Server, IBM DB2
Good knowledge of HTML, CSS, Javascript, CoffeeScript, Backbone
Experience with zOS operation system
Experience in the design and development of databases and software as a server and a client part
Experience as a head of department, responsibility, attentiveness, diligence, communication skills, fast learner



# **Projects Experience**

Period	From 07.2009	To present time	
Position	Software Engineer, Head of Department		
Responsibilities	Responsibilities:		
	the development of software systems BISS (interbank payment system)		
	- Design		
	- Creation of a model of use cases		
	- Pattern design, charts		
	- Designing the structure of the database fo	or BISS system's core	
	- Designing the structure of the database fo	or subsystem of monitoring and statistics	
	- Designing the structure of the database fo	or billing subsystem	
	- Architecture of BISS system core (applica	ution server)	
	- Implementation of the core system BISS - ANSI C ++ (development of portable source code to work under zOS and Windows platforms to work with the database		
	DB2 for zOS (embedded SQL)		
	- Development of the billing subsystem: the implementation of business logic - stored		
	procedures, functions, DB2 (DB2 UDB v8)		
	- Implementation of stored procedures, fund	ctions for monitoring and statistical	
	subsystem DB2 (DB2 UDB v8);		
	- Development of client PCs		
	- Development of a PC for automatic publication of indicators of settlements in the		
	BISS system		
Environment	.Net / Visual C # / WinForms / MS SQL Server / DB2 UDB / UML / RationalRose /		
	PowerDesigner / Visual C ++ / MFC		



Period	From 01.2005	To 06.2009	
Position	Software Engineer, Head of Department		
Responsibilities	Responsibilities:  Design and development of "Credit Register on credits of physical and legal entities):  - The development of the architecture and it application server  - Implementation of the subsystem of monities.  - Implementation of the data subsystem to its application of the data subsystem to its application.	implementation of the business logic of the coring of loan portfolios	
Environment	Visual C ++ / STL / Oracle PL/SQL		

Period	From 07.2000	To 12.2004	
Position	Software Engineer		
Responsibilities	Responsibilities:  Completion of the system to search and analysis of network vulnerabilities  - Development of new features, bug fixes  - Development of the client side  - Development of the server part (5 interactive services)  - Generate reports  - Participation in the development of web-application		
Environment	Visual C ++ / MFC / MS SQL / XSLT / HTML / CSS / Javascript / CoffeeScript / Backbone / PDF (fop) / RTF / Oracle Pl/SQL / .NET / C# / C++ / GoogleApp Engine (GAE) / Python / GAE Datastore / GQL		



## **Professional Skills**

Skills	Experience, in years	Level	Last used, year
Operational systems			
MS Windows	16	Advanced	2016
zOS	7	Advanced	2016
Programming Languages			
C#	16	Advanced	2016
Python	4	Advanced	2004
Objective C	16	Advanced	2016
C++	16	Advanced	2016
Oracle PL/SQL	16	Advanced	2016
Databases			
MSSQL	16	Advanced	2016
Oracle	16	Advanced	2016
IBM DB2	7	Advanced	2016
Front-end			
HTML	16	Advanced	2016
CSS	16	Advanced	2016
JavaScript	16	Advanced	2016
Backbone JS	6	Advanced	2016
Ajax	4	Basic	2009
Backbone JS	6		2016



CoffeeScript	4	Advanced	2013
.NET Frameworks			
.NET Framework 3.5	8	Advanced	2016
.NET Framework 4.0	6	Advanced	2016
.NET Framework 4.5	4	Advanced	2016
Graphic editors			
RationalRose	7	Advanced	2016