

Daniel Borodin

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Career Summary

- Passionate back-end software developer with expertise in C, C++, C#, .NET, ASP.NET, Windows Forms, and WPF.
 - Developed various projects, including a recursive maze generator game, Tic-Tac-Toe bot, BarleyBreak, and Quiz game in C++.
 - Created a console card game using C#.
 - Designed a well-structured back-end project with ASP.NET, leveraging FastEndpoints, Mediator, and EF Core, resembling a YouTube-like platform.
 - Developed applications using WPF and WinForms, such as ToDoList, Chat, and Mini-IDE.
 - Gained experience in Unity game development, created a range of games.
 - Proficient in Russian, English, and Azerbaijani languages.
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Skills

- C
 - C++
 - C#
 - .NET
 - ASP.NET
 - WinForms
 - WPF
 - MVVM
 - MVP
 - API
 - TypeScript
 - Backend development
 - React
 - Svelte
 - Bug fixes
 - Googling
 - Network Programming
 - System Programming
 - ADO.NET
 - MsSql
 - PostgreSQL
 - Python
 - JavaScript
 - Teaching
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Work History

Freelancer Back-End Developer *15/05/2023 - Current*

IT Step Junior Computer Academy Teacher *25/11/2022 - Current*

Education

IT Step Software development, Baku *April 2021 - September 2023*

Western Caspian University IT, Baku *Sep 2022 - Present*

Certificates

IT Essentials: PC Hardware and Software - 15 Apr 2021

Cisco Networking Academy

Computer Academy IT Step-Baku

C++ Certified Associate Programmer - 28 Nov 2021

Cisco Networking Academy

Computer Academy IT Step-Baku