

{ Anatoliy Khinevich }

{ Software developer }

{ Personality }

Interests:

- Software development
- GameDev
- Social Dances
- Guitar
- Poetry

{ Education }

- Software Engineer.
 Bachelor's Degree, ISEI BSU /
 Faculty of Information
 Technologies in Ecology and Medicine
 2011-2016
- Workshop on Project management, HighTech Park Belarus, 2014

{ Languages }

- English A2
- Russian Native

{ Contacts }

- github.com/tolanych
- tolanych93@gmail.com
- in linkedin.com/in/tolanych/
- tolany.ch

{ Tech & Skills }

- PHP: backend-developer
- JavaScript: vanilla JS, jQuery, Vue.js
- Databases: MySQL, SQLite, Redis
- MODX: as CMS or as Framework
- GIS: OSM, YandexMap API, Leaflet
- WP: create templates, customizing components
- Linux: Debian-based system administration, config and tuning soft
- Virtualization: VMWare, Docker
- Prototyping: Microsoft Visio, Figma

{ Experience }

Technical Engineer/Software Engineer

Municipal Unitary Enterprise "Information Technologies Center" 2014-2018

Developed public and local G2C solutions, wrote software and regulatory documentation, took part in consulting with users and customer-support.

The poor culture of digitalization among governance customers leaded to the work with incomplete requirements. Requirements were gathering via user stories, use cases and user observation. So, I had to perform part of the Business-analyst's work.

Started working as a technical employee and then was promoted to a position of a Full-Stack web-developer (MySQL, PHP, Perl, jQuery):

PHP Developer

«Electroservice and Co» 2019-2020

Supported and developmed household appliances sales network "ELEKTROSILA" Internet resources.

Freelancer

2018-2020

- Contibution to Open Source: MODX CMS, third-party components
- Freelance development: on various CMS platforms
- Mastering tech skills on pet projects:
 - TDD
 - Webpack, ExtJS, VueJS
 - Golang
 - Redis, Sphinx

For more information about my experience, skills, projects and publications, please visit my website: tolany.ch