Daniil Molchanov

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- Proficiency in programming languages (HTML, CSS, Java, JavaScript, Python, C#, C, C++), game engines (Unity 3D)

- Experience with developing websites and applications for various industries

- Strong foundation in software development practices, including version control (Git), debugging, and testing

- Strong game design skills and ability to design game environments, implement engaging gameplay mechanics, integrate story elements and understand player behavior

- Effective communication skills, both written and verbal, for presenting ideas and documenting processes

- Strong analytical and problem-solving abilities, particularly in troubleshooting and debugging

- Ability to work productively and meet deadlines in a fast-paced, deadline-driven environment

- Work experience at Quotemedia with agile development and other project management tools (Jira, Slack, Trello)

PROFESSIONAL EXPERIENCE & PROJECTS

Software Developer in Test - Quotemedia   August – November 2024
- Responsible for accepting tickets, debugging backend processing, and writing automated regression tests for hundreds of different endpoints and services.
- Experience with project management tools, sprint planning, and effective communication.
- Implemented CSV testing functionality from scratch to make it compatible with RESTful API.
- Reworked existing XML processing to improve test coverage and performance for complex response bodies.
- Experience with front-end automated regression testing using Spring and Selenium.
- Overhauled outdated code, achieving a 50% reduction in execution time.

Soul of Rain (3D first person horror game)   January - April 2023
- Created and refined the game's narrative and character arcs to enhance the overall storytelling
- Developed all scripted horror experiences to enhance player immersion and tension, designed and implemented the primary characters
- Organized and led weekly scrum meetings, coordinating team responsibilities to ensure project milestones were met.
- Supported team members with programming tasks, providing guidance and troubleshooting

Napsteel   September 2021
- Independently developed all aspects of the website that provides a seamless user experience
- Integrated SMTP.js to facilitate direct communication between customers and business owners
- Designed and utilized a modified CSS template to create an attractive and functional layout

Massage RMT   January - April 2021
- Took responsibility as tech lead to develop most of the application features and taught project team how to use Cloud Firestore, interact with the database within Firebase and implement the firebase code in JavaScript.
- Developed advanced search algorithm, user authentication, user profiles, masseuse advertisement creation, reviews, appointment booking and database structure.
- Supported team members with geolocation, payment and organized weekly scrum meetings with team members and our assigned stakeholder.

EDUCATION

Computer Systems Technology Bachelor's Degree   Sept 2022 – June 2024
BCIT (Vancouver, BC)

Computer Systems Technology Diploma   Sept 2019 – May 2021
BCIT (Vancouver, BC)