

# Tim Sazon

## Experience

- Aug 2021 **Software Engineer, *PandaDoc***, San Francisco, CA (remote)  
Feb 2024
- Working on the Automations platform, where I've designed the technical architecture, developed a new set of microservices, and collaborated with third-party companies on different integration issues
  - Owner of several critical microservices related to electronic signature, PDF import/export, etc
  - Developing Public API using Java and Python
- Oct 2019 **Software Engineer, *Sperasoft***  
Aug 2021
- Designing and building a game publishing platform from scratch
  - Developing OAuth 2.0 Server architecture based on Zero Trust and Token Exchange RFC standards
  - Collaborating with game developers to help them release a game on Steam and integrate it with Twitch
- Oct 2018 **Full Stack Software Engineer, *Sperasoft***  
Oct 2019
- Developing high-load network analysis and testing tools for Sony PlayStation
  - Working with low-level TCP/UDP traffic
- Sep 2017 **Software Engineer, *Lecho (part-time)***  
Oct 2018
- Developing a CRM platform with Activiti BPMN framework and Spring Boot

## Education

2015 - 2019 **Computer Science, *Volgograd State University***

## Programming languages

Proficient Java  
Intermediate Go, Python, JavaScript/TypeScript  
Familiar C#, C++

## Tools

Spring MVC/Boot Experienced with the framework and how it works under the hood, contributed a couple of bug-fixes  
Frontend Familiar with React, Angular, Electron  
Auth OAuth 2.0, Token Exchange, Zero Trust Architecture, RFC specs  
Databases PostgreSQL, Redis, MongoDB, Cassandra, AWS DynamoDB, Elasticsearch  
Cloud Docker, Kubernetes, Terraform, Amazon Web Services, Google Cloud Platform  
Git Experienced with branches, rebasing, conflicts, etc

## Skills

Teamwork Written software as part of distributed and remote teams  
Languages Native in Russian, proficient in English

## Interests

VR/AR tech, FinTech, Aviation