

Tymur Chernyshov

Dresden, Germany

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Skills

Programming: JavaScript, C#, Java, Rust, Python, SQL, CSS, HTML

Languages: German [C1], English [B2], Ukrainian, Russian

Game Dev: Godot, Unity

Education

TU Dresden [Dresden, Germany]

Sep 2023 - Sep 2027

B.Sc. in Computer Science

Odesa Mechnikov National University [Odesa, Ukraine]

Sep 2021 - Feb 2022

B.Sc. in Mathematics

Experience

Software Engineer Intern, FlaiData [flaidata.com]

Aug - Nov 2023

- Learned C# and ASP.NET on the project and worked on internal backend features;
- Participated in code reviews, technical discussions, and agile development.

Projects

Rust-powered EV3 Robotics Network

Mar 2026

- Engineered a low-level motion control system in Rust with precise motor control functions and kinematics for the EV3 platform;
- Developed and fine-tuned a PID Controller to ensure smooth acceleration, stable velocity, and high-precision positioning during navigation;
- Configured and calibrated the entire sensor suite (Ultrasonic, Gyro, Infrared), implementing efficient data acquisition logic to handle real-time environmental feedback.
- Integrated hardware abstraction layers, MQTT communication, and sensor data into a unified system;
- Implemented an autonomous exploration algorithm for intelligent map discovery.

REST API on Spring framework with Java

Oct 2024 - Jan 2025

- Developed core backend architecture using Java and the Spring Boot framework, focusing on scalable user management and authentication.
- Designed and implemented a comprehensive Admin Panel, allowing for real-time management of product inventory, order processing, and user data.
- Ensured high code quality and reliability by writing extensive Unit Tests (JUnit), covering critical business paths and edge cases.
- Implemented Role-Based Access Control (RBAC) to secure sensitive administrative functions and separate user/manager privileges.