



# VIOLETTA BAYEVA

## SOFTWARE DEVELOPMENT ENGINEER

### REACH OUT!

2001, Wroclaw, Poland (ready to relocate)  
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### ABOUT ME

C++/Python Software Engineer with 4 years of enterprise systems programming experience at Intel. Specialized in low-level debugging systems, firmware integration, and performance-critical applications. Strong foundation in algorithms, system architecture, and cross-platform development.

### ACCOMPLISHMENTS

- New Technology for Women 2020/2021
- SHESnovation Program 2023
- LeaderSHEP Program 2022
- Programming contests in algorithms & data structures at the country level

### HOBBIES

I enjoy playing RPG and online games. Additionally, I write fanfiction and draw my characters for roleplay text games. I have experience in Taekwondo (black belt!) and Box. And also can do lightsaber fight.

### STUDIES

#### Silesian University

*Bachelor, Oct 2019- June 2022*

Games and AI in games programming specialization

### MY CAREER PATH

#### Software Development Engineer

*Intel, 2022-present time*

- Develop crash analysis systems for data collection from hardware registers;
- Build Python-based tools for enterprise debugging and diagnostics;
- Work with C++ for low-level system integration and performance optimization;
- Handles enterprise-scale debugging for multiple product lines
- Collaborate with hardware teams on firmware debugging solutions;
- Participating in Scrum and Kanban meetings;
- Conducting security and quality reviews;
- Assisting interns.

#### Unity Game/Software Developer

*DreamStorm Studios, 2021-2022*

- Built AR museum experience from concept to deployment using Unity and C#
- Developed 3D exploration and puzzle game in collaborative team environment
- Communicating with team lead, graphics team.

#### Tutor for kids

*Kodland, 12.2023-08.2024*

- Teaching programming in Python to children aged 10-17 (discord bots, web pages, AI);
- Providing feedback about each kid.

### MY SKILLS

#### Soft skills

- Patience;
- Initiative;
- Problem-solving;
- Team work;
- Continuous learning;
- English (fluent), Russian (native), Polish (fluent), Italian (A1)

#### Hard skills

- Languages: C++, Python, SQL
- Systems: Linux, Windows, Embedded Systems
- Specialties: Performance Optimization, Hardware Integration, Unit Testing, Multithreading
- Tools: Git, Visual Studio, Debuggers, Profilers;
- Architecture: Clean Architecture, TDD, API Design,