Curriculum Vitae
Paul Abramov

Profile

Passionate C#/.NET Developer – rooted in games development with 9+ years of experience building enterprise solutions. Working remotely since 2018, preferably as a freelancer or part-time. Loves clean code, performance tuning, and anything technically exciting: WPF, Azure, cryptocurrencies, 3D worlds. Works independently, enjoys tackling tricky problems, and delivers solutions that work. Looking for projects that value quality and flexibility.

Personal information

Name:	Paul Abramov
Location:	Schmittwilken Kamp 11
	48485 Neuenkirchen
	Germany (working remotely)
Availability:	immediate, freelance or part-time preferred
Work model:	Remote-only (worldwide collaboration)

✉ E-Mail:	paul.abramov1911@gmail.com
🔗 LinkedIn:	linkedin.com/in/paul-abramov

Professional Experience – 8+ years

01/2023 – 08/2024 – 1 year, 7 months

www.jamoin.de

C# Software Engineer, Hamburg, Germany

Improve performance and stability of a desktop software for debt advisors

➢ Improving UX and intuitive workflows of a financial application using the latest technologies of C#, .NET, WPF, XAML.

➢ Improved performance and stability, increasing DB Transaction success rate using MSSQL, C#, and Entity Framework.

➢ Planned and led stakeholder meetings by showcasing and discussing changes/wishes, leading to mutual goals and understanding.

➢ Unit testing, planning and estimating tasks, attention to detail, remote collaboration, expert-level communication.

➢ **Used Technologies:** C#, WPF, XAML, Visual Studio, Azure Devops

07/2022 - 10/2022 - 3 months

www.across.net

C#/C++ Softwareengineer at Across Systems, Karlsbad, Germany

Working on a translation desktop application to unify company-wide translated texts.

➢ Frontend, Backend work and modular redesign on a desktop application for translating applications company-wide

➢ Provide good User Experience

➢ Collaborate with 3 other engineers in different teams for mutual understanding of the desktop and web application functions, implementations and designs

➢ Code review

➢ Business process optimization of development and communication

➢ Plan and estimate tasks for PBIs and Bugs

➢ **Used Technologies:** C#, WPF, XAML, Visual Studio 2022, Azure Devops, Teams

12/2020 – 08/2021 – 8 months

www.deloitte.com

Fullstack Developer at Deloitte, Düsseldorf, Germany

Website development for internal management of employees and annual target agreements.

- ➤ Frontend, Backend work and design on a web application
- ➤ Provide good User Experience
- ➤ Lead stakeholder meetings by showcasing and discussing changes/wishes
- ➤ Meet stakeholder requirements
- ➤ Plan 1 week sprints
- ➤ Plan and estimate tasks for PBIs and Bugs
- ➤ Code review
- ➤ **Used Technologies:** C#, ASP.NET Core, Angular, Visual Studio 2019, Visual Studio Code, Azure Devops, Teams

08/2020 – 12/2020 – 4 months

www.alter-solutions.de

Consultant C# Software-Engineer at Alter Solutions, Düsseldorf, Germany

Develop products to ease routine work for our Consultants.

Get into cyber security.

- ➤ Azure Cloud Workshop
- ➤ Cloud software development
- ➤ Write customer proposals for cyber security and pentesting offers
- ➤ Business process development
- ➤ **Used Technologies:** C#, Visual Studio 2019, Azure

08/2017 – 08/2020 – 3 years

www.hyland.com/another-monday

Fullstack C# Software-Engineer at Another Monday, Cologne, Germany

Develop and maintain RPA Front-End-Assistance bots to automate routine work for Telekom.

Develop RPA desktop application from beginning to release. A product, which

allows the customer to automate his own digital routine work.

- ➢ From idea to release

- ➢ Architecting, planning, building, releasing and maintaining a desktop application

- ➢ Analyze and estimate Customerrequests

- ➢ Create and maintain technical documentation

- ➢ Meet stakeholder requirements

- ➢ Provide good User Experience

- ➢ Individual release of bots on customers network

- ➢ Leading a team of 7 Engineers to maintain bots in the absence of the Product Owner during 2 Software update weekends

- ➢ Maintain multiple bots successrate of at least 85% reaching up to 95% on 3.000-4.000 runs daily per bot

- ➢ Securing 0.05€ per successful run, leading to an income of ~72.000€ per year per bot

- ➢ Provide direct customersupport for bots for Deutsche Telekom

- ➢ **Used Technologies:** C#, WPF MVVM, XAML, SVN, Git, GitLab, GitFlow, Visual Studio 2017, Unit Tests, JIRA, Redmine, MS SQL, Selenium, UIAutomation

04/2016 – 07/2017 – 1 year, 3 months

www.sae.edu

C#/C++ Supervisor "Games Programming", Cologne, Germany

Supervise students, give ideas on solving problems and approaches on projects

- ➢ Provide help Games Programming students on their theoretical and practical questions
- ➢ Install and maintain Workstations
- ➢ Create and supervise practical programming tests
- ➢ Support workshops on educational exhibitions
- ➢ Organize daily room bookings, payments and customerrequests
- ➢ Support administrative work
- ➢ **Used Technologies:** C#, C++, Unreal Engine, Unity Engine, Visual Studio, Redmine, Redbooth

01/2017 – 03/2017 – 2 months

www.vucx.de

C# Softwaredeveloper, Cologne, Germany

Develop augmented Reality iOS App for product presentations. Scanning specific objects, simulates them in 3D to see their use case, shape and technical informations

- ➢ From idea to product
- ➢ Frontend and Backend in Unity C#
- ➢ Architecting, planning, building and releasing a iOS mobile application prototype
- ➢ Provide good User Experience
- ➢ **Used Technologies:** C#, Unity Engine, Visual Studio, Vuforia AR Framework

Education

01/2022 – 04/2022 – 4 months

C++/Qt + MATHLAB and Simulink, Münster, Germany

Extensive learning course and small grouped class at Alphatraining

Hands on and learning by doing classes

04/2016 – 10/2016 – 6 months

B.Sc. Games Programming, Cologne, Germany

Middlesex University in cooperation with SAE Institute in Cologne, Germany

Specialization on media and games.

Theoretical part of the 2 years education.

08/2014 – 04/2016 – 1 year, 6 months

Diploma Games Programming, Cologne, Germany

Middlesex University in cooperation with SAE Institute in Cologne, Germany

Specialization on media and games.

Practical part of the 2 years education.

Learning by doing, worked on 6 projects from team finding to presenting a playable game

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08/2011 – 06/2014 – 3 years

German Abitur Graduation, Erkelenz, Germany

Economic secondary school at vocational college in Erkelenz with focus on

Business management, mathematics and computer science

2005 – 06/2011 – 6 years

German Realschule Graduation, Ratheim, Germany

Finishing with the qualification to attend the german abitur

Languages

German	Fluent
English	Fluent
Russian	Confident

IT

C#	Advanced
Azure Devops	Advanced
.NET Core	Intermediate
Entity Framework	Intermediate
SQL	Intermediate
C++	Intermediate
Restful API	Intermediate
Unity	Basics
Unreal Engine	Basics
Blueprints in Unreal	Basics

Software	Visual Studio, Resharper, GitKraken, TortoiseSVN, MS SQL Server Studio 2017, Selenium, UIAutomation, Mattermost, Microsoft Teams
Version management	Git with GitLab and GitHub, GitFlow, SVN
Project management	JIRA, Redmine, Trello, Redbooth, Azure Devops
Agile methods	Scrum

Certificates and References

09/2020	Azure Fundamentals
08/2018	WPF – Designing and Programming, GFU Cyrus AG, in Cologne, Germany
08/2016	Attendance at Respawn, Gathering of Game Developers, in Cologne, Germany
04/2016	Attendance at Quo Vadis, Game Developers' Conference, in Berlin, Germany
2016	Participated at Global Game Jam 2016 https://globalgamejam.org/2016/games/bulb-man
04/2013	„Von der Idee zum Produkt", at Bayer Material Science AG in Leverkusen, Germany. Practical test/work experience about research, designing and producing a product under economical criterias
12/2009	„Integriertes Potenzial-Assessment", at AWO Kreisverband Heinsberg in Übach-Palenberg, Germany. Personal examination of communication and work behavior in working groups/teams.