Backend Developer (Python)

Self-taught · Telegram bots, APIs, data

ABOUT ME

I'm interested in data and architecture: I design databases, APIs and microservices, and select data for ML models. I build Telegram bots and payment integrations, because Telegram gives me a ready-made interface and lets me test ideas quickly.

I enjoy writing code myself, so I build key projects on my own. I use AI where I need to bring an idea to life fast, and I always design the architecture and review the result. On my website, each project shows which part I wrote myself and which part was done with AI.

SKILLS

Python: aiogram, FastAPI, Pydantic, SQLAlchemy, pandas, Telethon
Databases: SQLite, PostgreSQL
Tools: Linux (VPS), SSH, Git
Beginner level: JavaScript, HTML/CSS

PROJECTS

Written entirely by me

- **VPN bot and balance top-up bot.** Automatic access provisioning via Outline, later via VLESS/XTLS-Reality (3x-ui panel). Payments through YooKassa and Telegram Stars, with a unified user balance. Ran in real-world use for several months.
- **Weather forecasting.** Several years of historical data from an external API, predicting temperature, precipitation, humidity and pressure. I compared several algorithms; a random forest gave the best results. It ran inside a Telegram bot (currently not running). Quality was good for my city and weaker for other regions; I understand why and how it could be improved, with hardware as the limiting factor.
- **Multi-chat.** An idea for a single place to chat across several messengers. Prototype built with Telethon: only the Telegram integration was implemented.
- **Parser v1.** The first version of a parser, which later led to the microservice-based v2.

I design, AI writes the code under my supervision

I design the architecture and database structure and define the tasks; AI writes the code for individual services; I review and refine the result myself.

- **Parser v2.** A prototype with a microservice architecture; it later became part of another project.
- **Business web game.** A working prototype; the visual side is unfinished.

In progress

- A website for running online game tournaments (currently set up for PUBG on PC) with prize pool collection from viewers via DonationAlerts
- Also in progress: Sudoku with different modes and online play

EDUCATION AND LANGUAGES

Education: secondary school. IT: self-taught.
Languages: English B1 (learning), Czech A2 (learning).

CONTACT

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