Andrii Bohdan

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EDUCATION

York University / Bachelor of Science in Computer Science   Toronto, Sep 2019 – Aug 2023

Relevant courses: Data structures, Computer Organization, Advanced OOP, Software Design, Intro to Database Systems, Design and Analysis of Algorithms, Data Mining

STEP Computer Academy / Software Development   Kyiv, Sep 2016 – Jun 2018

Relevant courses: Cisco IT Essentials, CCNA1, C programming, OOP with C++, C#, WinForms, ADO.NET

EXPERIENCE

Autodesk / Software Development Engineer II   Toronto – Remote, Jan 2024 – Present

- Spearheaded the design and development of the **Permissions** feature for Autodesk's strategic innovation product in M&E, **Flow Platform**, working closely with a Principal SWE, Product Managers, QA, collaborating across 3 different teams while providing support to **three** teammates throughout its implementation
- Led the design and implementation of **six GraphQL API endpoints**, contributing to the design of six more
- Enhanced testability and reliability by designing an extensible interface for external **GraphQL API** integration, introducing **mocking capabilities** for application-level testing
- Eliminated release-blocking issues and improved system stability and performance by identifying and reporting **three critical race conditions** across **eight services**

Autodesk / Software Development Engineer II   Toronto – Remote, Aug 2023 – Jan 2024

- Developed a preview version of a highly flexible integration of **Autodesk Flow** and ShotGrid, allowing charter customers to seamlessly view and edit assets created in Maya, Moxion and Houdini
- Collaborated with the Data Model team to resolve release-blocking issues with **OAuth** authentication and add functionality to the **GraphQL API**
- Substantially optimized developer workflows by crafting custom scripts for **HTTP interaction recordings** regeneration and auth token retrieval, and presented refactor opportunities to the team using **UML** diagrams

Autodesk / Software Engineer (Part-Time)   Toronto – Remote, May 2022 – Aug 2023

- Developed ShotGrid, a highly customizable web-based project management app for **>50K** artists in the entertainment industries, specifically VFX, animation, and film production
- Improved the stability of the developer-facing **JS** infrastructure, resulting in an **11x** faster build script runtime by optimizing the usage of **Webpack** and **ESLint/Prettier**
- Upgraded to Node.js **v16**, resulting in a further **~200%** improvement in the speed of build/test scripts

Autodesk / Intern, Full-Stack Developer   Toronto – Remote, Sep 2021 – Apr 2022

- Optimized core UI components, fixed complex bugs, and delivered a strategic feature with **React/Storybook**, **Ruby on Rails**, and comprehensive testing using **Karma** and **Cypress**

PROJECTS

Trellzo (in development)

- Created a full-stack replica of the well-known Trello task management service using the **MERN** tech stack
- Implemented a stable CI/CD pipeline using **GitHub Actions** and **Docker** multi-stage builds to deploy both servers on **DigitalOcean**
- Ensured both the **NGINX** front-end server and the **Express.js** REST API can be accessed through **HTTPS** and are protected with **Cloudflare**
- Reduced boilerplate in React components by using **React Query** and achieved 90% test coverage with **Storybook** and **React Testing Library**

Treasure Island – *Aye Aye Hackers Hackathon, 1st place in the First-Time Teams Category*

- Developed a 2D browser treasure hunt game on a map, generated using the random walk algorithm
- Implemented **user authentication** on an **Express.js** server leveraging browser cookies to store **user authentication** data in **JWT tokens**

SKILLS

Languages: TypeScript, JavaScript, HTML/CSS, Python, Ruby, Java, C/C++, C#

Frameworks and tools: Node.js, Express.js, React.js, Cypress, Docker, Jenkins, React Native, SQL, Git, AWS, Bash

Other skills: Native in Ukrainian, Russian. Fluent in English. Proficient in Japanese (JLPT N3). Play Guitar, Piano, Drums