



Oleksandr Hryk

Software Developer

In my current role, I am a Software Engineer working in R&D company which is focused on developing devices for agriculture and industrial sector. The strong background in Software Engineering has been received during the studying in University. This knowledge allows to see the whole picture of the life cycle of software development from the creation of requirements and ending with maintenance and support. At the moment my experience in developing commercial software is over 2 years. In most cases I was working with JS and .NET to create the mobile applications for different platforms. Also I am familiar with Node.js platform as a way to build web applications. I have good analytical skills. I'm easy to learn and I work well in a team.

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WORK EXPERIENCE

Software Developer

Dinamica Generale

04/2016 – Present

Lviv

Dinamica Generale is a leading designer and manufacturer of electronic solutions and sensors in the field of weighing and NIR analysis.

Achievements/Tasks

- Developed mobile applications for wireless control of remote embedded devices;
- Designed and implemented communication protocols for mobile/embedded systems created around network & serial protocols;
- Developed desktop utilities for inner company usage;
- Management and training of trainees;
- Continuous maintenance and support of company solutions.

SKILLS

C#

WPF

Entity Framework

SQL

ADO.NET

HTML 5

CSS 3

jQuery

Git

JavaScript

TypeScript

Node.js

React.js

Angular

Sass

Ionic

Apache Cordova

WebSocket

Xamarin

EDUCATION

Bachelor of science: Software Engineering

Lviv Polytechnic National University

09/2012 – 06/2016

Lviv

Master of science: Software Engineering

Lviv Polytechnic National University

09/2016 – 01/2018

Lviv

LANGUAGES

English



Russian



INTERESTS

Games

PlayStation

Running

Music

Movies

Books

Forest

Mountains

Animals

PERSONAL PROJECTS

DINA TEL 3 APP (ANDROID & IOS) [↗](#)

- The aim of the project is to provide to a final user an easy way to control the weight indicator using smartphone or tablet. This application fully duplicate the control panel of physical device and provide a great user experience to remotely control the weight indicator via Bluetooth. This application has been released for both platforms – Android/iOS.
- **Technologies:** *HTML5 / CSS3 / JavaScript / jQuery / Apache Cordova.*

VISIOMIX (EMBEDDED / WEB) [↗](#)

- The VISIOMIX system is equipped with a digital camera that automatically analyzes and compares the acquired frames. The farmer defines the right degree of TMR mixing quality on a specific app, when the VISIOMIX system recognizes that the TMR quality target is achieved, the farmer receives a message on his smartphone. In addition, acoustic and visual signals on the feed mixer advise the operator when the target is reached.
- **Technologies:** *HTML5 / CSS3 / JavaScript / jQuery / Raspberry PI / C++ / Node.js / WebSocket / Mosquitto MQTT Broker.*

FARMCHEF (ANDROID & IOS) [↗](#)

- FarmChef application provides a possibility to control the process of loading and unloading during feeding cows. The system will update the weight in real time and notify about the sequence and amount of ingredients need to be loaded/unloaded. The user is able to create Ingredients, Recepies, Batches and Pens and sync this kind of data with DTM Cloud.
- **Technologies:** *HTML5 / CSS3 / Sass / JavaScript / TypeScript / Angular / Ionic / Apache Cordova.*

I18N APP (DESKTOP / WEB)

- This tool allows to perform CRUD operations with the resource dictionaries, helps to create files in appropriate format for easy integration into embedded projects.
- **Technologies:** *C# / WPF / ADO.NET / Entity Framework / SQL.*

INTOUCH REMOTE (ADNROID & IOS)

- InTouch Remote APP turns your smartphone into a weight indicator and makes the loading process more efficient. The application has a built-in VNC client that allows to share the screen and control the remote weight indicator.
- **Technologies:** *C# / WPF / Xamarin / VNC.*