

Lohvinov Oleksandr

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alexandrfirst.github.io/CV/#/info · <https://github.com/AlexandrFirst>

.NET/FULLSTACK/UNITY3D DEVELOPER

I am an experienced full-stack developer with a focus on backend development using .NET technologies. I am savvy at creating SQL queries, in particular in MSSQL Server, and have extensive practical experience with Azure, AWS. In front-end development, I have a strong background in building applications using the Angular and React frameworks. Additionally I have experience in developing games using Unity3D engine

KEY COMPETENCIES

- C#
 - Net Core
 - ASP.NET
 - SQL
 - SignalR
 - RabbitMQ
 - AWS
 - Docker
 - Azure
 - Angular
 - React
 - Unity3D
 - PowerBi
 - Entity Framework
 - PlayWright
 - Stripe
 - Ocelot
 - NUnit
 - GitHub Actions
 - GraphQL
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PROFESSIONAL EXPERIENCE

bArt Solutions

ASP.NET/CRM D365 developer

February 2021 - June 2021

I was involved in a project aimed at optimizing doctors' workflows, including scheduling patient appointments, managing schedules, recording prescriptions and treatment histories. The system was built on the Dynamics 365 platform, and we used React and jQuery libraries for client-side customization.

Responsibilities

- Developing new plugins for the CRM
 - Maintaining and enhancing old functionality
 - Creating new UI components
 - Writing test for new functionality
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ASP.NET/Fullstack developer

June 2021 - August 2023

I contributed to a skincare system that automatically identifies skin issues and offers treatment recommendations, along with links to purchase medicines. The platform provides robust admin tools and scrapers to ensure updated information on healing methods and available medications.

Responsibilities

- Integration of product barcode scraper using BarcodeLookup API
 - Development of a custom background job system
 - Implementing advanced filtration system for application admin side
 - Provision of a payment system for the client application using Stripe
 - Creation of an adaptive and user-friendly interface for the client-side application using Angular
 - Optimization of SQL query performance
 - Integration of reCAPTCHA v3
 - Integrating new services using GraphQL
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ASP.NET/Unity 3D developer

August 2023 - Present

I am involved in a project that is responsible for set of mobile games in the genre of "three in a row", developed on the Unity3d engine

Responsibilities

- Develop and integrate the "Teams" feature, enabling player interaction through chat and leaderboard functionalities
- Design and implement animations within the game
- Developing game level editor
- Implement backend support for the "Teams" feature
- Create reports using the PowerBI platform
- Optimize and enhance existing game functionalities
- Providing JWT authentication schema on client and backend side
- Writing unit tests for backend

EDUCATION

Bachelor, Computer Science Program Engineering

National University of Kharkiv [nure.ua](#)

Master, Computer Science Program Engineering

National University of Kharkiv [nure.ua](#)

LANGUAGES

- English (B2)
- Ukrainian (native)
- German (B1)

CERTIFICATES

Build Microservices with .NET & Amazon Web Services

<https://www.udemy.com/certificate/UC-771f0c6a-222f-4eff-99e5-6983b853cd5d/>

Ultimate AWS Certified Developer Associate 2023 NEW DVA-C02

<https://www.udemy.com/certificate/UC-050a6cf0-fd2c-4ad4-849f-59cda9ed9c39/>

ASP.NET Core Identity - User Security Essentials

<https://www.udemy.com/certificate/UC-5a792585-4b15-4b44-9d4f-0159216b0568/>