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· <https://github.com/AlexandrFirst>

.NET 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 (February 2021 - June 2024)

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
 - Developing and maintaining web resource
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ASP.NET/Angular developer

June 2021 - May 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
 - Writing unit tests (NUnit) and E2E tests (Playwright)
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ASP.NET/Unity 3D developer

May 2023 - January 2024

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

The product is a platform for school photography companies. It helps hire and manage freelancers, track orders, and monitor their progress. Customers can buy products featuring their photos and use a variety of tools to customize their images. These tools allow for stacking images, adding custom titles, changing backgrounds, applying filters and perform different image transformation.

Responsibilities

- Developing client SPA applications and related API for purchasing products
 - Migrating an outdated multi-page application to a single-page application using Angular 17 and Tailwind CSS
- Integrating payment system using Mollie
- Implementing photo editor using fabric.js library
- Writing deployment pipelines using GitHub Actions
- Writing unit and integration tests (NUnit), e2e test (Playwright)

Softermii (March 2024 - September 2024)**ASP.NET/Angular developer**

Worked as a lead backend developer on the project was a game simulating virtual horse races, where each horse represents a trading asset such as a stock or cryptocurrency. The speed of each horse is determined by the market volatility of its corresponding asset. To win, players must bet on the asset that is the most volatile during the game period

Responsibilities

- Providing new features (the most significant ones)
 - Quick time events - interactive in-game events that allow users to influence the final payout by participating at specific moments during the race using Azure Service Bus
 - Advanced notification system - flexible and extensible notification framework enabling administrators to configure user push notifications based on various triggers (Quartz jobs + Azure Service Bus).
 - Enhanced the matchmaking system by introducing a new approach that utilizes Azure Service Bus to manage and queue matchmaking requests more efficiently
- Expanded the range of tradable assets by integrating additional stock exchanges through FinHub, Coinbase, Alpaca, and Polygon APIs, enabling continuous asset representation and real-time data coverage across a full 24-hour cycle
- Implementing admin side tools to support and configure newly introduced features using Angular.
- Improved initial load times by implementing a caching mechanism (Redis) that restores the user's previous game state from memory
- Replaced legacy WebSocket-based functionality with HTTP-based calls to enhance client-side performance and simplify maintenance
- Enhanced build reliability for iOS by relocating the Azure DevOps build agent to a more resource-capable macOS server
- Migrated to the latest version of Apple's payment APIs to ensure compliance and deprecate usage of obsolete interfaces
- Writing unit/integration tests (NUnit)

NiX (September 2024 - current)**ASP.NET/Angular developer**

Working as an outsourced full-stack developer for a company that facilitates communication between insurance providers, service vendors, and their customers, aimed at improving response times during incident resolution

Technologies

ASP.NET | Angular 17 | Azure | Ocelot | Rabbit MQ | Redis | MSSQL | Docker | NRules

Responsibilities

- Developing new features using Angular and Asp.Net
- Writing migration scripts for MSSQL
- Conducting code reviews and technical interviews
- Writing docker files for local deployment
- Writing unit/integration tests (XUnit)

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)
- Polish (A1)

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/>