Golets Andrii Java Developer

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Website

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Education:

NTUU "KPI" - "Mechanical engineering". 2000-2006.

Java Rush - 2015

"Art code IT courses - 2016"

"English Prime" english up to upper intermediate

Experience:

2017-10 till now: GameLoft Lviv

Project: Game Servers infrastructure

Responsibilities on the Project: Extending managing and monitoring Game Servers Datalake infrastructure based on microservices architecture. Spring Boot, Camel, Netty, Artemis, Docker, Ansyble, GoCD, Grafana, Cassandra, ElasticSearch, InfluxDB, Hadoop, Spark, Hive, Presto, Dremio

2018-07 to 2018-10: CodeIn Software

Project: OnlyOriginal

Responsibilities on the Project: Creating REST API for mobile and web part of the project. Spring Boot, Spring MVC, Spring Data, Hibernate, PostgreSQL, Unit and Integration tests, Electronic Signature, OAuth 2.0

2016-04 to 2018-02: Inter-collab Canada

Project: Enterprise E-commerce web project what provides different functionality for management credit cards, electronic wallets and paychecks.

Responsibilities on the Project: Whole control of the backend part. I worked with the project architecture based on MVC structure, manage dao, domain, service and views parts of the project using Java, Spring (Core, MVC, JDBCTemplate, JAX-WS) PostgreSQL Database, SOAP and REST Web Services, Unit Tests

Professional and other skills:

Programming languages: Java, Groovy, JavaScript

Programming Technologies: OOP, OOD, TDD, Multithreading

Frameworks: Spring, Camel, Netty

Databases: PostgreSQL, Cassandra, ElasticSearch, InfluxDB, MySql

BigData: Hadoop, Spark, Hive, Presto, Dremio

MQs: ActiveMQ, Artemis

Build Tools: Maven.

VCS: Git

Development Tools: Intellij IDEA.

DevOps tools: Docker, Ansyble, GoCD, Artifactory

Monitoring tools: Grafana

OS:Linux

Language:

Ukrainian - native. English - Upper Intermediate