

Arseniy Shestakov

Software Engineer: Java, Go, PHP, C++ - [linkedin.com/in/arseniyshestakov](https://www.linkedin.com/in/arseniyshestakov)

+44 73 93 026 466
@arseniyshestakov
me@arseniyshestakov.com
www.arseniyshestakov.com

ABOUT ME

I am a software engineer with experience in Java, Go, PHP and C++. My strongest side is wide knowledge across diverse technology stacks as well as desire and capacity to learn new things rapidly

EXPERIENCE

Hack The Publisher OÜ, Contract — *Software Engineer*

JANUARY 2021 - PRESENT

Programming on Godot game engine in Python-like language
Manage code-review via GitLab and coordinating product QA

NDA, Full-time — *Java Full Stack Engineer*

AUGUST 2019 - NOVEMBER 2020

I've built industry-specific CRM from scratch
Backend: Java / Spring Boot + Hibernate + Liquibase + Elasticsearch
Frontend: TypeScript / Angular
Windows: middleware in Go for CRM integration into OS

Freelance, Remote — *Software Engineer and more*

NOVEMBER 2008 - PRESENT

As a freelancer I worked on every possible thing related to development and maintenance of online services starting with software development, UX/UI, server administration and ending with online advertisement

NOTABLE PROJECTS

VCMi Engine — *Maintainer of open source software*

For several years I've maintained open source reimplementation for Heroes of Might and Magic 3. During that time I contributed to every aspect of the project and completed diverse set of tasks:

- Programmed in C++ using Boost, Qt and SDL2
- Provided code review and QA for other contributors
- Improved CMake builds for Windows, MacOS and Linux
- Managed community and project infrastructure

SKILLS

Backend:

Java / Spring Boot
PHP / Laravel
Go

Frontend:

JavaScript
TypeScript
Angular / Vue

Desktop:

C++ / Qt / CMake

Other:

Git
Bash
Linux

SOFT SKILLS

Communication. I am highly extraverted and have experience in both online community management as well presenting product at a booth to large number of people during offline conferences

Teamwork. I know how to work efficiently in a team and avoid unnecessary conflicts

LANGUAGES

English - Advanced C1
Russian - Native