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| epam-logo-3x.png | EPAM Systems, Inc. 41 University Drive, Suite 202 Newtown, PA 18940 267 759 9000 Phone 267 759 8989 Fax www.epam.com |

**Artem Kharchyshyn – Software Engineer**

Summary

11 year of experience in object-oriented development, games, and servers, social games, and mobile games

On past projects responsible for the development of client-side applications, maintaining existing projects, lead development team

Worked as a member of a globally distributed team

Applied technologies: Python (3 years), JS (2 years), AS3 (6 years), HTML, CSS, AIR, JSFL, C++, C#, Lua, PHP, Ruby, Java

Applied tools: Git, Webpack, Gulp, PostCSS, LessCSS, Createjs, IntelijIDEA, SublimeText, Flash Professional, Vagrant, Starling, Feathers, Composer, Ubuntu, MySQL, memcached, Docker, Maven, Ant, Jenkins, WebSocket, Asana

Skills

|  |  |  |
| --- | --- | --- |
| Skills |  | Level |
| Technologies / Standard |  |  |
|  | XML/XSL/XSLT | Intermediate |
|  | YAML | Intermediate |
|  | WebSockets | Intermediate |
|  | WebGL | Intermediate |
|  | Git | Advanced |
| Technologies / Framework |  |  |
|  | FeathersUI | Intermediate |
|  | Flask | Intermediate |
|  | Python unittest | Advanced |
|  | Mocha | Intermediate |
|  | Webpack | Intermediate |
|  | jQuery | Intermediate |
|  | Pytest | Advanced |
| Leadership & Soft Skills / Leadership |  |  |
|  | Driving Change and Innovation | Advanced |
|  | Mentoring | Intermediate |
| Leadership & Soft Skills / Communication |  |  |
|  | Diplomacy | Intermediate |
|  | Communication | Intermediate |
|  | Conflict management | Intermediate |
|  | Negotiations | Intermediate |
| Managerial / General Management |  |  |
|  | Planning and Organizing | Advanced |
|  | Prioritization | Advanced |
|  | Kanban | Intermediate |
|  | Scrum | Advanced |
| Engineering Practices / Digital Engagement |  |  |
|  | Front-End Development | Advanced |
|  | Custom 2D game engine development | Advanced |
| Academic Disciplines / Humanities |  |  |
|  | Ukrainian | Expert |
|  | Russian | Expert |
|  | English | Intermediate |
| Leadership & Soft Skills / Teamwork and Collaboration |  |  |
|  | Teamwork and Collaboration | Advanced |
| Technologies / IDE |  |  |
|  | JetBrains PyCharm | Intermediate |
|  | JetBrains PhpStorm | Intermediate |
| Technologies / Other |  |  |
|  | HTML5 Canvas | Advanced |
|  | CreateJs | Advanced |
|  | JS Animation Frameworks | Intermediate |
|  | Pure MVC | Intermediate |
|  | Robotlegs | Intermediate |
|  | Integration To Social Networks | Intermediate |
| Technologies / Library |  |  |
|  | AsyncIO | Intermediate |
|  | pip | Intermediate |
| Engineering Practices / Advanced Technology |  |  |
|  | Python Asynchronous Programming | Expert |
|  | Gitflow | Advanced |
|  | Software Engineering Knowledge & Experience | Advanced |
|  | Python Functions and Decorators | Advanced |
|  | Refactoring | Advanced |
|  | Python Testing | Advanced |
|  | Python Basics | Expert |
|  | Software Engineering Practices | Advanced |
|  | Software Design | Advanced |
|  | Continuous Integration | Advanced |
|  | Python Exceptions and Troubleshooting | Advanced |
|  | Python Parallel Programming | Expert |
|  | Python.Core | Advanced |
|  | Software Engineering Processes | Advanced |
|  | APIs and Integration | Intermediate |
|  | Python OOP | Advanced |
| Technologies / Web/Application Server |  |  |
|  | Node.js | Intermediate |
| Leadership & Soft Skills / Growth Mindset |  |  |
|  | Adaptability | Intermediate |
| Technologies / Computer Language |  |  |
|  | JavaScript | Intermediate |
|  | CPython | Advanced |
|  | SQL | Intermediate |
|  | ActionScript | Expert |
|  | Python | Advanced |
| Technologies / Solution |  |  |
|  | Version Control Systems | Expert |
|  | babeljs | Intermediate |
|  | Redmine | Intermediate |
|  | Adobe AIR | Intermediate |
|  | Microsoft Outlook | Intermediate |
|  | Macromedia Flash MX | Advanced |
|  | Visual Studio Code | Intermediate |
|  | Chrome DevTools | Intermediate |
|  | Jenkins | Intermediate |
|  | Sublime Text | Advanced |
|  | Jira | Intermediate |
|  | Mozilla DevTools | Intermediate |
|  | Microsoft Excel | Intermediate |
|  | Trello | Intermediate |
|  | GitHub | Intermediate |
|  | Asana | Intermediate |
| Leadership & Soft Skills / Ownership |  |  |
|  | Self-Management | Advanced |
|  | Ownership | Advanced |
| Technologies / Operating System |  |  |
|  | Microsoft Windows | Advanced |
| Industries / Technology, Media & Telecoms |  |  |
|  | Other Gaming | Intermediate |
| Academic Disciplines / Applied Sciences |  |  |
|  | Design patterns | Advanced |
|  | Reactive Programming | Intermediate |
|  | Civil engineering systems | Intermediate |
|  | Test-Driven Development | Advanced |
|  | Functional Programming | Advanced |
|  | Clean Code | Intermediate |
|  | Legacy Code | Advanced |
| Engineering Practices / Quality Engineering |  |  |
|  | Unit Testing | Advanced |
|  | Automated Testing in Python | Advanced |
| Technologies / Platform |  |  |
|  | Salesforce Slack | Intermediate |

Work experience

**Aug-2019 - Till now (Oct-2023)** - Engineer, EPAM Systems, <https://www.epam.com/>

**Customer:** London Stock Exchange Group

**Customer Description:** Business Information and Media

**EPAM Project Description:** Development for the different initiatives in the scope of Refinitiv Desktop API

**Team Size:** Dev: 8

BI: 1

QA: 2

**Project Roles:** Technical/Developer Lead

**Responsibilities:**

* Develop new features for the user's library refinitiv-data
* Organization and management of processes in a team
* Mentoring for newcomers
* Write autotests for the library
* Create CI\CD pipelines for Jenkins

**Tools and Technologies:** Python, Java, Maven, Jenkins, Gitlab, Python, Java, Maven, Jenkins

**Jun-2018 - Jun-2019** - Software Engineer, ILogos Game Studios, <https://www.ilogos.biz/>

**Customer:** Playrix

**Project Description:** Gardenscapes - New Acres - math3 type game

**Team Size:** Dev Team: 5

QA Team: 3

**Project Roles:** ActionScript developer

**Responsibilities:**

* Work in team. Porting from C++ to ActionScript 3. Support of the project, preparation of releases. Wrote tools and features
* Within this project I developed automation tools on python

**Tools and Technologies:** Git, Asana, IntelijIDEA Ultimate, Sublime Text, ActionScript3, C++, Lua, Python 2.7

**Mar-2017 - Jun-2018** - Software Engineer, Bossgs, <https://bossgs.com/>

**Customer:** Bossgs

**Project Description:** SIMPLE GAMES - gambling games like slots

**Team Size:** Dev Team: 4

QA Team: 1

**Project Roles:** ActionScript developer, JavaScript developer

**Responsibilities:**

* Full game development. Developed standalone application as lead programmist

**Tools and Technologies:** Webpack, Gulp, PostCSS, Less CSS, Createjs, Git, Flash Professional, IntelijIDEA Ultimate, Sublime Text, ActionScript3, JSFL, JS, HTML, CSS, WebSocket

**Jul-2016 - Mar-2017** - -, Self Employed

**Customer:** Private person

**Project Description:** Mystic Solitaire - solitaire card game

**Team Size:** Dev Team: 1

QA Team: 1

**Project Roles:** Full Stack Developer

**Responsibilities:**

* Worked with legacy code, develop server side on PHP, MongoDB. Develop game editor with Starling, Feathers

**Tools and Technologies:** MongoDB, Vagrant, Starling, Feathers, Composer, Flash Professional, IntelijIDEA Ultimate, ActionScript3, Adobe AIR, PHP

**Mar-2015 - Sep-2015** - Software Engineer, Nika Entertainment , <http://nikaent.com/en/>

**Customer:** Nika Entertainment

**Project Description:** Buttons Mix - match3 type game

**Team Size:** Dev Team: 8

QA Team: 3

**Project Roles:** ActionScript developer

**Responsibilities:**

* As team lead of mobile version

**Tools and Technologies:** Git, Flash Professional, IntelijIDEA Ultimate, Sublime Text, Adobe AIR, ActionScript 3, ANE

**Sep-2014 - Mar-2015** - Software Engineer, Nika Entertainment, <http://nikaent.com/en/>

**Customer:** Nika Entertainment

**Project Description:** Atlantis Adventure - match3 type game

**Team Size:** Dev Team: 3

QA Team: 2

**Project Roles:** ActionScript developer

**Responsibilities:**

* As team lead. Maintenance and support of the project

**Tools and Technologies:** MySQL, Redis, Git, Flash Professional, IntelijIDEA Ultimate, Sublime Text, ActionScript 3, PHP

**Apr-2014 - Sep-2014** - Software Engineer, Nika Entertainment, <http://nikaent.com/en/>

**Customer:** Nika Entertainment

**Project Description:** Magic Kitchen - match3 type game

**Team Size:** Dev Team: 3

QA Team: 2

**Project Roles:** ActionScript developer

**Responsibilities:**

* Work in a team. Client side of mobile version

**Tools and Technologies:** Git, Flash Professional, IntelijIDEA Ultimate, Sublime Text, Adobe AIR, ActionScript 3, ANE

**Feb-2014 - Apr-2014** - Software Engineer, ILogos Game Studios , <https://www.ilogos.biz/>

**Customer:** Electronic Arts Inc

**Project Description:** Pogo - it's free online games, I took a part in MONOPOLY The World Edition

https://www.pogo.com

**Team Size:** Dev Team: 4

QA Team

**Project Roles:** ActionScript developer

**Responsibilities:**

* Work in a team on porting games from Java to Flash

**Tools and Technologies:** Git, Flash Professional, IntelijIDEA Ultimate, Sublime Text, ActionScript 3

**Mar-2013 - Feb-2014** - Software Engineer, ILogos Game Studios, <https://www.ilogos.biz/>

**Customer:** Social Quantum

**Project Description:** Megapolis

**Team Size:** Dev Team: 5

QA Team: 2

**Project Roles:** Full Stack Developer

**Responsibilities:**

* As team lead. Client side. Server side. Support of the project, preparation of releases (2 times per week), refactoring, working environment - Ubuntu. Developing tools for better productivity

**Tools and Technologies:** PostgreSQL, Redis, Ubuntu, Git, Flash Professional, IntelijIDEA Ultimate, Sublime Text, RSpec, gem, Ruby, Python 2.6, ActionScript 3

**Feb-2013 - Mar-2013** - Software Engineer, ILogos Game Studios , <https://www.ilogos.biz/>

**Customer:** ILogos Game Studios

**Project Description:** Panda Bubbles - it's clone Bubble Witch Saga

**Team Size:** Dev Team: 3

QA Team: 2

**Project Roles:** ActionScript developer

**Responsibilities:**

* Work in a team. Client side. Development mobile version, UI

**Tools and Technologies:** Git, Flash Professional, IntelijIDEA Ultimate, Sublime Text, ActionScript 3, Starling

**Oct-2012 - Feb-2013** - Software Engineer, ILogos Game Studios, <https://www.ilogos.biz/>

**Customer:** Some Turkish company

**Project Description:** SlotoLotto Slot Machines - gambling game

**Team Size:** Dev Team: 7

QA Team: 3

**Project Roles:** ActionScript developer

**Responsibilities:**

* Work in a team. Client side. Development rooms, UI

**Tools and Technologies:** Git, Flash Professional, IntelijIDEA Ultimate, Sublime Text, ActionScript 3, Starling

**Jul-2012 - Oct-2012** - Software Engineer, ILogos Game Studios, <https://www.ilogos.biz/>

**Customer:** ILogos Game Studios

**Project Description:** New World! - civilizaiton type game

**Team Size:** Dev Team: 5

QA Team: 2

**Project Roles:** Full Stack Developer

**Responsibilities:**

* Work in a team. Full development cycle of a social game. Server side - battle system, collection system, cron. Client side - battle system, focusing system, collection system

**Tools and Technologies:** MySQL, memcached, Git, Flash Professional, FlashDevelop, NetBeans, ActionScript 3, PHP 5

**Oct-2011 - Jul-2012** - Software Engineer, ILogos Game Studios, <https://www.ilogos.biz/>

**Customer:** ILogos Game Studios

**Project Description:** Angry Zombies! - it's clone of Angry Birds

**Team Size:** Dev Team: 4

QA Team: 1

**Project Roles:** Full Stack Developer

**Responsibilities:**

* Work in a team. Full development cycle of a social game. Server side - multiplayer game, social integration VK. Client side - lobby, tutorial, pvp and other modes

**Tools and Technologies:** MySQL, memcached, SVN, Flash Professional, FlashDevelop, NetBeans, ActionScript 3, PHP 5