

PERSONAL INFORMATION

Viacheslav Ivanenko

6, Sechenova Street, 03127 Kyiv (Ukraine)

+380955879467

iwanenkova@gmail.com

POSITION

Computer programmer

WORK EXPERIENCE

01/09/2017–20/04/2018

Team Lead (Developer)

Think&Travel, Kiev (Ukraine)

- startup company
- developing cross platform mobile application (Xamarin.Forms)
- developing WebAPI
- organization of team work

09/04/2018–10/10/2018

Xamarin Developer

GoFriends, Kiev (Ukraine)

<https://gofriends.pro/>

- developing cross platform mobile application

EDUCATION AND TRAINING

10/10/2017–01/02/2018

Academic business-incubator

YEP, Kiev (Ukraine)

<http://www.yepworld.org/en/>

01/09/2014–30/06/2018

Taras Shevchenko National University, Kiev (Ukraine)

<http://www.univ.kiev.ua/en/>

01/09/2018–Present

Master Degree

Taras Shevchenko National University, Kiev (Ukraine)

PERSONAL SKILLS

Mother tongue(s)

Ukrainian, Russian

Foreign language(s)

English

UNDERSTANDING		SPEAKING		WRITING
Listening	Reading	Spoken interaction	Spoken production	
B1	B2	B1	B1	B1

Levels: A1 and A2: Basic user - B1 and B2: Independent user - C1 and C2: Proficient user
Common European Framework of Reference for Languages

Communication skills

- good communication skills gained through my experience as work at team in startup company

Organisational / managerial skills good team-leading skills

Job-related skills Understanding of object-oriented programming
 C# : .NET Core 2.0, ASP.NET Core, WebAPI, WPF
 Java: Android

- Knowledge of algorithms and data structures
 Algorithms : String-searching algorithm, Sorting algorithms, Graph algorithms;
 Data structures : Stack, Queue, Segment tree, Binary tree;

- Work with database
 - SQL (MS SQL, MySQL)
 - noSQL (MongoDB)
 - Experience in mobile developing and cloud technologies
 Xamarin , MVVMCross, Prism
 Azure

Digital skills

SELF-ASSESSMENT				
Information processing	Communication	Content creation	Safety	Problem solving
Proficient user	Proficient user	Proficient user	Proficient user	Proficient user

Digital skills - Self-assessment grid