

Denys Bilynskyy

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EDUCATION

BSc Hons Computer Science | Lancaster University

Oct 2021 – July 2025

- Achieved a 2:1 (65%) undertaking modules that include Artificial Intelligence, Distributed Systems, Security & Risk, Software Design, Software Programming, Human-Computer Interactions, Databases etc.

WORK EXPERIENCE

Software Engineer | Interact Software, Manchester

July 2023 – July 2024

- Led the design and implementation of a popular feature for device-specific content display, incorporated system fallbacks for incomplete user inputs, and ensured seamless deployment post bug resolution.
- Led diverse projects, including designing a system for promoting content via email, ensuring design consistency across 40% of content types. Developed a feature for creating recurring events and exporting them to various calendars, maintaining layout consistency. Implemented HTML sanitisation to mitigate security threats.
- Collaborated with cross functional teams including Stakeholders, UX/UI Design, and Front-End team to create reliable end points and functionality ensuring alignment with business objectives and meet user's needs.
- Utilised the Microsoft technology stack which includes .NET MVC Architecture, C# for backend, SQL Server, JavaScript, TypeScript Node and React for front end as well as writing tests using BDD and TDD methodology.

Software Testing Intern | Geeks Ltd, Morden

July 2019 – Sept 2019

- Tested and contributed to the development of WordUp, a vocabulary-expanding app, while overseeing user feedback and proposing innovative improvements to enhance usability and overall user experience.

PREVIOUS PROJECTS

Crypto Project Launcher and Market Making Solution | Django, Python, RPC, Web3.py, SQL, Celery

- Architected a Django-based system that programmatically interacts with multiple EVM-compatible chains and the Solana chain through a unified RPC dispatcher, enabling on-chain data collection, wallet orchestration, balance tracking, and event-driven token lifecycle analytics across heterogeneous blockchain environments.
- Implemented automated market making and liquidity-provisioning workflows, including maker scheduling, order-flow simulation, wallet rotation, and wash-execution pipelines using chain adapters, real-time balance/volume monitors, and transaction-safe wallet services to test strategy robustness and execution reliability under live network constraints.
- Designed a statistical snapshot engine that aggregates on-chain metrics, token profiles, liquidation signals, and project metadata into a structured dataset, supporting protocol research, trading-signal generation, and cross-chain comparative analysis for newly launched crypto assets.

Movie Rating Website in .Net framework | HTML, CSS and JavaScript along with C# and SQL.

- Architected a full stack system using .NET framework, HTML, CSS, JavaScript, C#, and SQL Server gaining proficiency with MVC, dependency injection, and TDD, resulting in a reliable and interactive user-friendly system.
- Developed a feature allowing users to search for movies by leveraging API calls and database operations to return a collection of specific and similar movies based on user input.
- Created a feature to redirect users to a detailed movie profile with ratings and comments left behind by other critics. Also designed a dynamic ranking table where users could add their own rating to a given movie.

Football Result Forecasting | Python, SQL and Tableau

- Built and implemented a relational database system for football data using Python and SQL server and wrote efficient queries for importing data from a CSV file into the database.
- Leveraged Tableau for dynamic visualisation and statistical analysis of football data, transforming raw data into actionable insights for strategic decision-making.

Payroll and Ledger Analysis | Excel

- Utilised Excel's VLOOKUP and XLOOKUP functionalities to extract and align data from a 12-month employee payroll database, enabling the estimation of the annual wage and validation of the payroll dataset's completeness.
- Conducted a comprehensive review of Bank and Journal accounts using Excel, scrutinising for potential duplicates or anomalies indicative of errors or fraudulent activities, and enabling discernment of transactional linkages.

Data Engineering with Java and SQL | Designed and retrieved data from a Game database system.

- Designed and implemented a relational database system for a game using Java and SQL. Wrote efficient queries to extract and transform the data for storage in the database system which was later used to attain insights.