

DENYS NYKYRANCHUK

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OBJECTIVE

Desired position: Middle Java Engineer.



EDUCATION

Bachelor of Computer Science | Lviv Polytechnic National University

2020 – 2024

Front-End Web Developer | IT-Cluster Academy & Space Up

THE END OF 2018 - THE BEGINNING OF 2019

Java Full Stack Developer | EPAM Systems University

18/06/2021 - 18/09/2021



EXPERIENCE

Projects in portfolio on GitHub:

Types of projects from the newest to the oldest:

- Java projects
- C/C++ projects
- Front-End Web Development

Java Back-End Developer | GK Software

14.09.2021 – PRESENT

Development of the solution for retail domain.

Key responsibilities:

- Designing and developing various product crucial features in accordance to industry best practices and the latest standard.
- Products maintenance and bugs fixing.
- Development of Front-End applications on Vue.
- Integration of client-side app to various services, preparing API with involving different authentication modules. Development of the solution for retail domain. Key responsibilities: - Designing and developing various product crucial features in accordance to industry best practices and the latest standard. - Products maintenance and bugs fixing. - Development of Front-End applications on Vue. - Integration of client-

side app to various services, preparing API with involving different authentication modules.

Skills: Vue · Docker · TypeScript · Gitlab · PostgreSQL · Spring Boot · Spring MVC · Java · SQL · Git · Spring Framework



SKILLS

- **Foreign languages:** English B1/B2, Ukrainian (native speaker).
- **Soft skills:** time management, work in team, leadership skills (organization of team work), code review and mentoring, persistence.
- **Programming languages:** Java, JavaScript, TypeScript, C/C++ (studied at the university), Shell/Bash scripts.
- **Databases:** Relational databases PostgreSQL, MySQL, h2.
- **Front-End:** XML, HTML5, CSS3 (SASS/SCSS), BEM methodology, responsive web design, JavaScript (jQuery) + Gulp, NPM.
- **Testing tools:** JUnit 4, Postman, Playwright, JMeter.
- **Programming frameworks:** Spring, Spring boot, Hibernate, Vue.
- **Build automation tools:** Maven.
- **Version Control Systems:** Git (+GitHub, GitLab).
- **Programming paradigms:** Procedural and Object-Oriented programming also study Functional programming.
- **Agile methodologies:** Scrum and Kanban.
- **Programming Tolls:** JetBrains Tools and IDEs, Visual Studio and VS Code, Git Bash and GUI, Terminal, Docker, openAPI.
- **Programming skills:** UI/UX design analysis, REST, Monolith architecture.
- **Game Engine:** Unreal Engine 4.