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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

On the beginning, I worked on monolith architecture based servers some improvements, simple bugs, after sometimes take part in migration to another application server + load Jmeter tests and playwright E2E functional tests. Apart from it, I have experience in microservice architecture on Spring boot. Implemented UI part + some modules in server part. Besides, I am good at helm and have fundamentals knowledge in Kubernetes.



SKILLS

- **Foreign languages:** English B1/B2, Ukrainian (native speaker).
- **Soft skills:** time management, work in team, train leadership skills (organization of team work), code review and mentoring.
- **Programming languages:** Java (junior/trainee level), C/C++ (studied at the university), JavaScript (primary level).
- **Databases:** Relational databases such as MySQL, h2.

- **Front-End Dev:** XML, HTML5, CSS3 (SASS/SCSS), BEM methodology, responsive web design, JavaScript (jQuery) + Gulp, NPM.
- **Unit Testing Framework:** JUnit 4.
- **Build automation tools:** Gradle also study 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, Command prompt and Linux terminal.
- **OS:** Windows, Linux (Ubuntu).
- **Game Engine:** Unreal Engine 4.



ACTIVITIES

Lviv University: while studying at university, I created many projects on *C/C++* and *Java* programming languages to study algorithms and data structures. Most projects are hosted on my GitHub. By the way, thanks to my first-year lecturer, I had the opportunity to give my first lecture on the theory of graphs, Travelling Salesman Problem and algorithms of solving, at the National University "Lviv Polytechnic".

EPAM Training program: during this course, I did 8 Java projects for which I received 100 points out of 100 for each, and completed the development of a full-fledged Java Web application, the description and code of which will soon be available on my GitHub.

Self-education: in summer before university learn Unreal engine 4 (game development) + Blender (graphics) and made a primitive 3D game. I have also experience in programming and designing robots on Arduino (take part in competition with one of my robots).

Extracurricular activities: participant in NASA's Star Citizen program. I am currently participating in the Stall Catchers project. In free time I take part in competitions from programming from Google, Microsoft, IBM and so on. By the way, I have a Discord server where I help my friends with programming, we also learn English or just spend time together to improve our soft skills and teamwork.