Dmytro Babarytskyi

Junior Software Developer

Computer Science student at NURE with hands-on experience in Java, C#, C++, Python, JavaScript, and TypeScript. Built several academic and personal projects using Spring, React, and Unity. Confident working with relational databases like MySQL and PostgreSQL. Passionate about software development, always eager to learn and grow in a collaborative environment.

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📍 Kharkiv, Ukraine

in linkedin.com/in/dmytro-babarytskyi-547296336

○ github.com/DmytroBabarytskyi

SKILLS

Software Development

Web Applications

Game Design

Project Management

Leadership   Teamwork

Problem Solving

LANGUAGES

Ukrainian
Native or Bilingual Proficiency

English
FullProfessional Proficiency

French
LimitedWorking Proficiency

INTERESTS

Reading   Chess

Playing guitar

Traveling   Hiking

Learning languages

EDUCATION

Computer Science
KHARKIV NATIONAL UNIVERSITY OF RADIO ELECTRONICS
09/2023 - Present,

Kharkiv, Ukraine; Bachelor of Science (Expected 2027); GPA - 95.65

Courses

- Algorithmic Techniques and Programming
- Computer Design Technology
- Organization of Data Bases
- System Modelling

Law
Yaroslav Mudryi National Law University
09/2023 - Present,

Kharkiv, Ukraine; Bachelor of Laws (Expected 2027)

PERSONAL PROJECTS

Echoes of Sorcery (06/2025 - Present)
- An indie multiplayer fantasy game (Unity, C#) for Steam where players act as sorcerers-for-hire, completing missions for rewards and character progression.
- — Currently implementing multiplayer using SteamAPI.
- — Documented devlog on a personal YouTube channel (game design, progress, challenges).

AidFlow (03/2025 - 06/2025)
- A cross-platform application (Java + Spring Boot, React + TypeScript, PostgreSQL) connecting donors and aid seekers for targeted charity assistance.
- — Designed full system architecture and database schema.
- — Conducted pre-project analysis and built IDEF0, IDEF1X, Use Case, Class, Activity, and Sequence diagrams.
- — Implemented REST API and responsive frontend interface.

BattleFleet (02/2025 - 06/2025)
- A full-featured Battleship game (C#, UWP, MySQL) with animated visuals and hand-drawn assets.
- — Developed save/load system via binary serialization.
- — Implemented player statistics tracking using MySQL.

SWManager(09/2024 - 01/2025)
- A web app (Java + Spring, HTML, CSS, JS) for managing and storing scientific works.
- — UI for document management and search.

ORGANIZATIONS

Kharkiv National University of Radio Electronics: Group Leader (09/2023 - Present)
Elected as group leader responsible for communication between students and faculty, coordinating academic schedules, and representing the group in university matters.

Student Senate, Kharkiv National University of Radio Electronics: Member (09/2023 - Present)
Engaged in university-level decision-making, organizing student events, and promoting student rights and interests.

CERTIFICATES

Algorithmic Techniques and Programming (09/2023 - 01/2024)
Wildau-Kharkiv IT Bridge II – DAAD "Digital Ukraine" Programme; Grade: 98%

Theory of Algorithms (09/2023-01/2024)
Wildau-Kharkiv IT Bridge II – DAAD "Digital Ukraine" Programme; Grade: 99%

ACHIEVEMENTS

High achievement and motivation in learning (09/2023 - Present)

Ranked in the Top 3 of the faculty scholarship rating for 2 consecutive years; Achieved 1st place in the faculty academic ranking twice; Maintained a GPA of 95–96 / 100 throughout studies