



# 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. Experienced in designing and optimizing database schemas for both relational (MySQL, PostgreSQL) and NoSQL (MongoDB) systems. Passionate about software development, always eager to learn and grow in a collaborative environment.



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## 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

## WEBSITE



https://dmytrobabarytskyi.

github.io

## EDUCATION

### Computer Science

#### KHARKIV NATIONAL UNIVERSITY OF RADIO ELECTRONICS

09/2023 - Present,

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

Courses

- Object-Oriented Programming
- Organization of Data Bases
- Computer Design Technology
- Data Mining

### Law

#### Yaroslav Mudryi National Law University

09/2023 - Present,

Kharkiv, Ukraine; Bachelor of Laws  
(Expected 2027)

## PERSONAL PROJECTS

### Personal Landmarks (07/2025 - Present)

- A location-based service (Python, Next.js, React, TypeScript, MongoDB) where users can pin and describe their favorite spots on a map. Implemented core features for saving and categorizing locations with photos.
- Designed database structure with MongoDB to support future machine learning integration.
- Future work: applying scikit-learn algorithms for intelligent place recommendations.

### AidFlow (03/2025 - 07/2025)

- A cross-platform application (Java + Spring Boot, Node.js + 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

### CCNA: Introduction to Networks (02/2025-05/2025)

Cisco Networking Academy program

### 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