DMYTRO LAMASHEVSKYI

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SUMMARY

Back-end .NET Developer with experience designing and implementing microservice architectures, cloud infrastructure on AWS, and scalable REST APIs. I focus on clean, testable code, robust data models, and reliable integrations between distributed services.

Recently, I led the backend design and AWS infrastructure setup for a greenfield microservice-based product, taking it from concept to production and enabling the front-end and business teams to iterate quickly on new features. In a previous role, I created technical documentation and trained developers on best practices, which improved onboarding speed and code consistency across the team.

I enjoy working closely with product owners, front-end developers and DevOps engineers, translating business requirements into technical solutions and continuously improving performance, maintainability, and developer experience.

PROFESSIONAL EXPERIENCE

Full-Stack .NET Developer
Honki Mode (Startup), Japan
June 2024–Present

Core back-end developer in a fast-growing startup, delivering scalable and cloud-ready solutions across multiple products.

- Designed and implemented a microservice-based backend for a dynamic admin panel, enabling flexible integrations between internal tools and external client services.
- Developed a secure SQL engine for dynamic reporting, boosting report generation speed by 30–40% and reducing manual query maintenance.
- Built PDF and barcode automation services (PDF parsing, QR/Barcode generation, scanner integration), cutting document handling time by about 50%.
- Implemented AWS S3-based storage and secure file operations, including reliable upload/download workflows for business users.
- Created and optimized authentication and authorization services for high-load scenarios, ensuring stable login and token management.
- Build interactive front-end features using JavaScript (GSAP, TreeJS), HTML5 and CSS3
- Integrated AI/ML components (data vectorization and embedding search) into backend services to power smarter search and analytics.
- Refactored legacy .NET components to improve security, testability, and maintainability, introducing cleaner architecture, logging, and automated tests.

Key technologies:

ASP.NET Core, C#, REST APIs, SQL, Redis, AWS (S3), Git, CI/CD, E2E testing, WPF, React TypeScript.

Back-end Developer
Devox Software, Poland (Remote)
February 2023– May 2024

Worked as a backend developer on enterprise .NET projects in a microservices environment.

- Developed and maintained backend services in a microservice architecture using ASP.NET Core and C#, focusing on scalability and high availability.
- Implemented and supported REST APIs consumed by web front-end teams and external clients, ensuring consistent contracts and performance.
- Configured and helped manage AWS infrastructure (EC2, S3, Lambda, CloudWatch, etc.) to support production environments and deployments.
- Collaborated closely with front-end developers, aligning API design with UI requirements and improving communication between teams.
- Created and optimized technical documentation and architecture overviews, which simplified onboarding and knowledge transfer for new developers.
- Participated in troubleshooting and performance tuning, improving reliability of critical services and database interactions.

Key technologies:

ASP.NET Core, C#, REST APIs, PostgreSQL/SQL Server, AWS (EC2, S3, Lambda), Git, Docker, CI/CD.

.NET Developer
Cyver.io (Contract, Remote)
December 2022–January 2023

Developed full-stack functionality for a penetration testing platform in a fast-paced startup environment.

- Implemented several core features for the testing application using ASP.NET (Core) on the backend and Angular on the frontend, focusing on rapid delivery to support product–market fit validation.
- Participated in architectural discussions on scalability, security, and refactoring strategies, bringing best practices from previous enterprise projects.
- Helped balance speed-to-market with code quality by proposing pragmatic refactoring steps, improving maintainability without blocking feature development.

Key technologies:

ASP.NET / ASP.NET Core, C#, Angular, REST APIs, HTML/CSS, Git, SQL.

Desktop WPF Developer
Motorola Solutions, Krakow, Poland
December 2021–October 2022

Worked on a mission-critical enterprise desktop application used by emergency services (police, fire departments, medical dispatch) across 40+ U.S. counties and major cities.

- Refactored complex UI customization and security-critical components in a large WPF codebase, improving maintainability and overall system reliability for real-time emergency workflows.

- Resolved critical functional and UX defects in a client–server architecture, ensuring seamless operation for first responders during high-pressure emergency situations.

- Implemented client-side data encryption and secure data handling mechanisms to protect sensitive information and comply with government security standards.

- Enhanced automated testing infrastructure (unit, integration, and E2E tests), increasing test suite stability across 3,000+ test cases through systematic debugging and test hardening.

- Integrated a mapping application via Windows API interposes communication, enabling geographic data visualization for dispatch operators.

- Utilized Azure Pipelines for CI/CD automation and maintained high code quality standards in a regulated, mission-critical environment.

Key technologies:

C#, .NET, WPF/WinForms, Windows API, PostgreSQL/SQL Server, Git, Azure DevOps/Azure Pipelines, automated testing (unit/integration/E2E).

Back-end Developer
Whimsy Games (Remote)
Aprile 2021–September 2022

Architected and developed scalable backend infrastructure for multiplayer gaming platforms using ASP.NET MVC, supporting real-time gameplay for thousands of concurrent players.

- Designed and implemented RESTful APIs and microservice components, integrating AWS S3 for asset storage, Redis for session caching, and MongoDB for player and game data.

- Built responsive internal admin dashboards with HTML/CSS and Bootstrap, enabling operations teams to monitor player activity, manage game configurations, and generate analytics reports.

- Optimized backend performance and database queries, reducing server response times and improving overall game stability.

- Collaborated with game designers and front-end developers to implement game mechanics, in-game economies, and progression systems through robust backend APIs.

Key technologies:

ASP.NET MVC, C#, REST APIs, MongoDB, Redis, AWS S3, HTML/CSS, Bootstrap, Git, SQL.

C# Developer
Sollers Consulting, Lublin, Poland
February 2020–October 2021

Developed custom enterprise solutions and automated data reporting systems for automotive industry clients using C# and SQL.

- Built and maintained complex SQL-based reporting pipelines, delivering 50+ customized business intelligence reports that supported data-driven decision-making for dealership management.

- Designed and implemented C# customizations for enterprise software platforms, extending core functionality to meet specific client business requirements and workflows.

- Optimized database queries and stored procedures, improving report generation performance by 30–40% for high-volume data operations.

- Collaborated with cross-functional teams to gather requirements, design solutions, and deliver high-quality software customizations within project timelines.

- Created technical documentation and conducted training sessions for developers and business users on new technologies and reporting tools, reducing onboarding time and support requests.

Key technologies:

C#, ASP.NET MVC, SQL, PostgreSQL (PL/pgSQL), R (analytics and reporting), Git.

TECHNOLOGIES

Backend, Messaging & APIs
- C#, .NET
- ASP.NET Core, MVC
- REST APIs
- Microservices
- QCORS
- RabbitMQ
- Entity Framework
- Dapper
- Refit

Data & Storage
- PostgreSQL
- SQL Server
- MongoDB
- ClickHouse
- Redis

Cloud & DevOps
- AWS
- Azure
- Docker
- CI/CD
- Git

Front-end
- HTML/CSS
- Bootstrap
- React
- TypeScript
- SASS
- Tailwind
- Next.js

Desktop
- WPF
- DevExpress

Testing & AI
- xUnit
- Amazon Bedrock
- LangChain
- OpenAI
- Selenium

LANGUAGES

- Ukraine – Native
- Russian – Native
- Polish – Upper Intermediate
- English – Upper Intermediate
- Japanese - N4

EDUCATION

Master of Science in Computer Science, May 2024
Zhejiang Normal University, Jinhua, China

Bachelor of Science in Computer Science, May 2020
Lublin University of Technology, Lublin, Poland

Bachelor of Science in Computer Science, Jun 2018
Chernihiv National University Of Technology, Chernihiv, Ukraine