

# VLADYSLAV DZYHOVSKYI

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## WORK EXPERIENCE

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04/2024 – 06/2024

**Data Center Technician & IT Supporter**

Microsoft

- Efficiently registered and managed Data Center Hardware within the Data Center Logical System.
- Proactively monitored, troubleshooted, and resolved issues to maintain optimal performance and functionality.
- Streamlined the procurement process by ordering Data Center Hardware and facilitating clear communication with manufacturers.

07/2021 – 06/2022

**Java Android Developer**

United Thinkers

- Designed and implemented new application logic to support additional features and functionalities.
- Participated in refactoring activities to enhance the efficiency and readability of the existing code.
- Developed and maintained features related to core banking terminal operations, ensured integration with banking gateway.

09/2019 – 06/2021

**STEM Mentor for teens**

Inventor STEM School

- Taught and trained teens for Robotics Olympics with Lego Mindstorm EV3.
- Taught in Web Design, Game Design and Microelectronics.

## EDUCATION

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09/2022 – 01/2024

**Master's Degree in Computer Science (Grade: A)**

National Technical University of  
Ukraine 'Kyiv Polytechnic Institute'

09/2018 – 06/2022

**Bachelor's Degree in Computer Science (Grade: B+)**

National Aviation University

## SKILLS

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**Programming Languages:** Java, JavaScript, Kotlin, Python, C++, Bash.

**Libraries/Frameworks:** Spring, Hibernate, React Native, Angular, JQuery.

**Databases:** MySQL, PostgreSQL, MongoDB.

**Platforms:** Unix, Windows, Android, Docker, Kubernetes, AWS.

**IDE:** IntelliJ IDEA, Visual Studio, Eclipse, Android Studio.

**Methodologies:** Agile, Cross-functional Communication, Scalability, Architecture and Design Patterns, Unit and Integration Testing, Parallel and Distributed Computing, RESTful and Cloud Services.

**Others:** HTML, CSS, Git Control System, Postman, JUnit, Jenkins, Gradle, Maven.

## PROJECTS

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2021-2022

**TIDYPAY ONE SUNMI**

Website

Description: Portable terminal on the Android platform for banking operations through the UniPay gateway.

Technologies and Tools: Java, Android, Android Studio, Gradle, MVVM, SmartGit, Postman.

## ACCOMPLISHMENTS

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- Contributed to the Tidypay One Sunmi project, which attracted approximately 1M merchants and improved checkout efficiency by 50%.
- In two years of working as a mentor for teens, I guided approximately 50 students in various training courses.
- Achieved second place in the University Mathematics Olympiad in 2019 and reached the semifinals of the University Hackathon in 2022.
- Actively contributed to various school projects in informatics, including Scratch, Robotics, and Web Design.