Vladyslav Hrytsenko

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Profile

Passioned software engineer with more than 10 years of professional experience. Competent in low-level system development as well as high-level user-facing application development. Proud open-source contributor and maintainer. Hobby game-developer.

Experience

Data Warehouse Architect, Mighty Digital, Customer: Kapch.com – 2019-Present
Designed architecture of the analytics and compliance data warehouse for Finance, Operations, Growth, Marketing, and Security/Compliance Teams. Coordinated the data engineering team and collaborated with the other component teams on data pipelines, schema design, and storage. Designed automated CCPA compliance solution in a cloud-first ecosystem.

Co-founder & CTO, Attractor – 2018-Present
Architecting a platform for data processing and computation on a large scale, developing standardized data models for various 3rd party data providers, data storage and meta-data collection. Creating frontend and backend micro-services for the platform.

Full Stack Engineer, Bridgestone – 2016-2018
Creating and managing various data-flows within the ecosystem, ETL processing. Front-end engineering for the embeddable react based widget as well as backend API development.

Full Stack Engineer, Dressboom, Kyiv – 2014-2016
Creating platform architecture, developing backend and frontend facing applications, integrating payment and delivery services. Lining out data models and database structure.

Open-source

nexrender – 2016-Present
Data-driven render automation for After Effects. Automate your Adobe After Effects rendering workflows. Create data-driven and template based videos. (800+ stars)

librg – 2017-Present
Single-header cross-platform world replication in pure C99 that serves as a middleware between data-transferring libraries and core application/game logic. (750+ stars)

zpl – 2017-Present
Single-header cross-platform low-level general purpose library. Tested on i386, amd64, ARM architectures and on Windows, UNIX, iOS, Emscripten, Android systems. (400+ stars)

Education

Taras Shevchenko National University of Kyiv – Bachelor in Software Engineering, 2016

Skills

Languages: c, c++, js, lua, c#, x86 asm. Technologies: Web (node, react, redux, nextjs, webpack, electron), AWS (S3, EMR, EC2, Lambda, Redshift, Glue, Dynamo, RDS), Desktop (Raw UDP, WinAPI, Posix API, ZeroMQ, nanomsg, msgpack), BigQuery, Parquet, dbt, terraform; excellent understanding of CPU memcache levels, SIMD vectorized optimizations, memory allocation strategies.