Artjoms Nemiro

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GitHub: https://github.com/LinMAD

I'm a Software Engineer / Tech Lead, agile-driven and with a keen interest in software architecture. Demonstrated success in delivering high-quality products that meet business needs. Adept at fostering a culture of improvement and innovation, with a strong focus on strategic integration and system architecture.

EXPERIENCE

Coop Norge — Tech Lead Member Area

Norway, Oslo
2022 - Present

Lead the development of strategic microservices enhancing customer experience. Ensure projects align with business goals, meeting deadlines through efficient sprint planning.

Bridge business needs with tech solutions, ensuring seamless collaboration between teams. Actively involved in specification collection and strategic alignment with managers.

Conducting code reviews and providing mentorship to team members, fostering a culture of excellence and continuous improvement in coding practices.

Architect and integrate APIs and systems with a domain-driven focus, ensuring customer-centric solutions. Leverage expertise to deliver scalable and impactful results.

Coop X Norge — Senior Software Engineer

Norway, Oslo
2021-2022

Spearheaded the architecture and delivery of a microservice-based shopping experience project, achieving a 20-30% cost reduction through effective negotiation.

Developed a real-time shopping system using Go on GCP, and enhanced customer experience across Norway with scalable Kubernetes deployments. (The project was frozen and not launched.)

Diaverum — C# Lead Back End Consultant

Sweden, Malmö
2020 - 2021

We are focused on the design and implementation of a microservice to predict hospitalization and death of patients, enhancing patient care.

SKILLS

Programming:

Major: Go, C#, C++

Minor: PHP

Database:

SQL: Oracle, MySQL, Firebird, PostgreSQL

NoSQL: Google Firebase, MongoDB, CosmosDB

DevOps:

GitHub, GitlabCi, TravisCI, Docker, Vagrant, Nginx, Apache, Terraform, GCP, Azure, Docker, Kubernetes

Frameworks and tools:

C#: .Net Core

Go: Gorilla, Go-Kratos, gRPC

Game engines: Unreal Engine

Management: Jira, Stash, Bitbucket, Git, Github, Gitlab, Confluence, Phabricator

Hobbies: Skiing, hiking, game dev with Unreal Engine & C++ with terminal games or graphics programming.

LANGUAGES

English: Professional proficiency
Norwegian / Swedish: Limited working proficiency
Latvian: Native
Russian: Native

Additional Experience
Alfa Laval, Sweden, Lund — C# Back End Consultant (2019-2020)
Tretton37, Sweden, Lund — Software Engineer (2019-2021)
Boozt, Sweden, Malmö — Back End Developer (2018-2019)
Inbox.lv, Latvia, Riga — Software Developer (2017-2018)
Transact Pro, Latvia, Riga — Software Developer (2015-2017)
LPB Bank, Latvia, Riga — Full Stack Developer / DBA Admin (2013-2015)
Aircom plus, Latvia, Daugavpils — Web Development Intern (2013-2013)

EDUCATION

Udacity - C++ Engineering

2020 - 2021

Educated about high-performance techniques, the latest industry standards, and C++ history.

During education solve issues in related fields from self-driving cars and robotics, to web browsers, media platforms, servers, and even video games.

Online courses and certification

2013 - Present

I do them frequently, usually 10-20 hours per week. In the following learning platforms: Pluralsight, Udacity, Udemy, Coursera (Most of the passed curses added to Linkedin)

TSI, Latvia, Riga— Bachelor, Computer Science (Not ended)

2014 - 2015

Computer Architecture; Algorithms; Computational Theory.

The concept of the work of architecture of computers; Principles of object-oriented programming in C++. The basic principles of software development; Developing Web applications.

DVT, Latvia, Daugavpils— Vocational education, Programmer

MONTH 20XX - MONTH 20XX

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