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Summary

I'm 21 y.o software engineer from Ivano-Frankivsk, focused mostly on the backend with experience in frontend. In my spare time I like to develop terminal applications for Unix-like systems. Right now I'm working on my diploma and develop service for interactive learning.

Education

- Bachelor's Degree in Software Engineering at the Vasyl Stefanyk Precarpathian National University (2021-present)
 - (1) Data Structures and Algorithms, (2) Networking, (3) Operating Systems, (4) Cryptography, (5) DevOps, (6) Web Development, (7) Databases, (8) Leadership and Management, (9) Linux Essentials, (10) JavaScript Essentials, (11) CS251: Great Ideas in Theoretical Computer Science.

Experience

• Apprenticeship in Elogic Commerce (2025) - I have built web application to upload images to the BackBlaze B2 cloud storage with ability to remove single photo or the whole album of photos.

Tools

- Programming languages: Java, C, Python, JavaScript, PHP, SQL;
- Operating systems: Linux (ArchLinux, Ubuntu, Debian), Windows;
- Frameworks and libraries: Spring Boot, Flask, FastAPI, React, Bootstrap, TailwindCSS, Vue, Nuxt, Hugo;
- Databases: SQLite, PostgreSQL, MySQL/MariaDB;
- Other technologies: HTML, CSS, Markdown, Git, GNU Make, Docker, Bash, Postman, REST API, Qt, Obsidian, LATEX, GDB, SSH, Pytest;
- SDM: Kanban, Waterfall, Iterative;

- Services: GitHub, GitLab, Backblaze B2;
- Text editors: VS Code, JetBrains, Vim/Nvim, Eclipse.

University projects

- Music player music player built with Pyside6 and PulseAudio
- Kids learning interactive web platform for kids built with Flask and Vue
- Photo album practice project in Uni to upload photos with Flask, plain HTML, CSS, JS and Backblaze
 B2

Side projects

- Genutils minimal and simple core utils for Linux and BSD;
- Quizes app web app using Vue, Nuxt and TailwindCSS;
- Flask-labs web app built with Flask and without JavaScript;
- Anime series web app built with FASTAPI and React;
- See minimal HTTP server written in C;
- Xeno Lisp-like small programming language;
- Raft.py implementation of Raft consensus algorithm in Python.

Other

• Languages: English(B2), German(A1-A2), Ukrainian(native).