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Arsen Melnuchyk

Summary

I'm 22 y.o software engineer from Ivano-Frankivsk, focused mostly on the backend with experience in frontend. In my spare time I like to develop CLI 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, L^AT_EX, GDB, SSH, Pytest;

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

Projects

- Music player - music player built with PySide6 and PulseAudio
- Kids learning - interactive web platform for kids built with Spring Boot 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).