NIKITA BUYEVICH

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PROFILE

Senior Software Engineer specializing in .NET, Angular, React, TypeScript, GraphQL, SQL, CI/CD, and the AWS framework architecture.

EDUCATION

University of Illinois at Chicago   August 2016 - December 2018
Bachelor of Science in Computer Science

University of Illinois at Urbana-Champaign   August 2014 - July 2016
Division of General Studies (Pursued Computer Science)

EXPERIENCE

Intelligent Medical Objects, Inc.   October 2019 - Present
Senior Software Engineer
- Developed internal API platform to serve companies core data for 3 other teams using Python (Flask), AWS's AppSync (GraphQL), AWS's Neptune (graph database), and Oracle database
- Created CI/CD pipeline for said platform through automating deployments and testing using Terraform, Docker, Azure Devops, and Octopus
- Wrote and automated unit tests, integration tests, end-to-end tests, and load tests for said platform to fully battle test API using Python and K6
- Established department initiative on presenting technical talks about new technology and best practices
- Mentored and onboarded new 4 person offshore team on companies stack, technology, and core software engineering principles

Intelligent Medical Objects, Inc.   December 2018 - October 2019
Software Engineer
- Wrote multiple microservices to create separation of concerns for custom flat file delivery service using C#/.NET, Oracle Database, DynamoDB, and Angular
- Created custom authentication and authorization middleware using DynamoDB and SSO around business's subscription model requirements
- Led and created 2 day intern bootcamp where 10 interns were mentored on companies fullstack using C#/.NET, Angular, and Oracle Database
- Integrated automated testing and reporting tools for flat file delivery service to increase code coverage from 30% to 95%

Intelligent Medical Objects, Inc.   May 2016 - December 2018
Software Engineer Intern
- Developed machine learning driven medical term search engine from the ground up using Elastic Search, C#/.NET, PostgreSQL, and jQuery
- Worked with the CTO to build a mobile application using React Native to serve and summarize patient data

PROJECTS

Multiplayer Game Client   March 2020 - Present
- Developed native multiplayer game client using C++, Windows API, and DirectX to communicate with remote server and process packets and messages seamlessly

Multiplayer Game Server   October 2018 - September 2019
- Created multiplayer game server with over 2,000 active monthly players which communicated through sockets sending packets of data using Java, C++, Redis, and MySQL

SKILLS

Backend	C#/.NET, C++, Java, Go, NodeJS/Express
Frontend	React, Angular, TypeScript, JavaScript/jQuery
Database	Oracle, PostgreSQL, MySQL, DynamoDB, Redis
Tool	Azure Devops, Octopus, Gitlab CI/CD
CI/CD	AWS, Docker, Terraform
Other	Elastic Search, Windows API, Agile