

NIKITA BUYEVICH

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PROFILE

Software Engineer with professional experience working on full-stack applications. Proficient with programming in C#, .NET, and JavaScript. Adept at problem solving using computers.

EDUCATION

University of Illinois at Chicago
Bachelor of Science in Computer Science

August 2016 - July 2018

University of Illinois at Urbana-Champaign
Division of General Studies (*Pursued Computer Science*)

August 2014 - July 2016

Relevant Courses: Freshman Honors for Computer Science, Course Assistant for Intro to Computer Science

WORK EXPERIENCE

Intelligent Mediactal Objects, Inc. - Software Engineering Intern

May 2016 - Present

- Designed and implemented entire front-end web-based workflow application from the ground up using jQuery, Bootstrap, and JavaScript libraries.
- Cooperated in development and design of back-end and database of the workflow application using C#, .NET, and SQL Server.
- Redesigned existing access login web application by improving UI using jQuery and Bootstrap.
- Upgraded back-end and database of the access login web application to AWS's DynamoDB by using C# and .NET.
- Build Unit tests, Integration tests, UI tests, and JavaScript Unit tests for applications.
- Coordinated daily scrum meetings, bug tracking, and bi-weekly project demos.
- Facilitated Agile retrospectives and refinements in 2 week sprints with 4 other developers.

PROJECTS

(Source code on GitHub)

Front-End Developer

January 2016 - February 2016

- Developed and designed custom portfolio website using HTML, CSS/SASS, Bootstrap, JavaScript/jQuery, and AngularJS.
- Incorporated Yeoman as the scaffolding system.

Android Developer and Organizer

November 2014 - June 2015

- Coordinated with team of six to develop an Android application that randomly allocated decisions for users to approve on.
- Developed and designed back-end algorithm using Java and Python.
- Set tasks, goals, and workflows for team members.

Software Developer

October 2015 - May 2016

- Build prototypes for fully featured game developed in GameMaker Language (GML).
- Build debugging and physics engine from ground up using GML.
- Set tasks and goals for artist through Trello.

SKILLS

Server: Linux/OSX/Cygwin

Front-End: HTML, CSS/SASS, Javascript/jQuery, Bootstrap

Back-End: C#, .NET, SQL Server, DyanmoDB, MongoDB, NodeJS, Express, RESTful web services, Authentication/Authorization

Other: Java, C

Tools: Git, Gulp, Yeoman, GitHub, Jira, Agile, Trello