

NIKITA BUYEVICH

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PROFILE

Senior Software Engineer specializing in .NET, Angular, React, 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
- Mentored and onboarded new 4 person offshore team on companies stack, technology, and core software engineering principals

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
- Built user events logging and search engine scoring to tune long term search engine relevancy
- 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, JavaScript/jQuery

Database MySQL, Oracle, PostgreSQL, DynamoDB, Redis

Tool Azure Devops, Octopus, Gitlab CI/CD

CI/CD AWS, Docker, Terraform

Other Elastic Search, Windows API, Agile