



SERHII CHEPETS

.NET ENGINEER

/ ABOUT ME

Developer from Ukraine with higher education and commercial experience.

Strong in problem-solving, teamwork, and communication.

Focused on becoming a software architect.
Passionate about open-source projects and continuous self-development.

/ OTHER INTERESTS

- Learning and exploring teaching methodologies
- Public speaking and presentations
- Creating YouTube videos
- Continuous self-education
- Building side projects, including open-source contributions

/ COMPETENCIES

Languages & Frameworks: C#, VB.Net, .NET Core/Framework, WPF, WinForms, UWP, REST API
Databases: MySQL, MSSQL, Microsoft Access, EF
Architecture & Patterns: OOP, SOLID, DDD, CQRS, MediatR, GOF Patterns, MVC, MVVM
Testing: xUnit, nUnit
Tools: Git, TFS, Azure DevOps, AWS, Google Cloud
Methodologies: Agile, Scrum
Teaching & Mentoring: Lesson planning, pedagogical methods, public speaking, mentoring in programming

Scanned certificates and recommendation letters available upon request.

/ CONTACT DETAILS

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/ WORK EXPERIENCE

>> Software Developer

Plarium (Raid: Shadow Legends) | March 2023 to present

- Implemented and enhanced gameplay features, increasing player engagement and enabling regular live content updates.
- Integrated third-party services and internal tools, streamlining workflows and expanding game functionality.
- Optimized client-server communication and background processes, improving performance and reducing latency.
- Collaborated with cross-functional teams (game-designers, QA, DevOps) to deliver high-quality features on schedule.
- Supported live operations and scaled game infrastructure, ensuring stability for millions of active players worldwide.

>> Private Tutor (Programming, C#)

February 2025 – present

- Teaching C# programming and computer science fundamentals to school and college students.
- Designed and delivered structured lessons on algorithms, OOP principles, and software design patterns.
- Created tailored study plans and practical exercises to support students' goals (e.g., preparing for IT careers, university studies, or personal projects).
- Focused on mentoring, motivation, and developing problem-solving and critical thinking skills.
- Introduced students to real-world tools and practices (Git, Entity Framework, project structuring).

>> Software Developer

Microinvest LTD. | April 2021 to March 2023

- Refactored legacy software using modern design patterns.
- Developed client-server applications for USB device interaction.
- Created background modules for file I/O (XML, JSON, Excel).
- Built desktop apps integrating third-party services.
- Contributed to development of a web-based license management solution.

/ EDUCATION HISTORY

>> Zaporiz'kyi National University | 2016 to 2020

Bachelor's Degree

Graduated in "Computer Science and Information Technology".

>> StudMentor Program (Teach For Ukraine, UNICEF) | 2024

Intensive Training (24 hours in 4 days)

Completed a structured program on mentoring and teaching:
Pedagogical methods and lesson planning
Effective communication and group facilitation
Development of leadership and soft skills

DETAILED PROJECTS

PLARIUM POLAND

GAMEPLAY FEATURES

>> C# / Internal game engine

- Implemented new gameplay features and improved existing mechanics.
- Worked on battle logic, progression systems, and event-driven features.
- Ensured backward compatibility and stability across multiple updates.

CONTENT TOOLS & PIPELINES

>> C# / WPF / Internal Tools

- Developed and maintained tools for designers to streamline content creation.
- Automated workflows for adding, testing, and publishing new game content.
- Improved usability and performance of internal editors.

CLIENT - SERVER INTERACTION

>> .NET / REST API / Background services

- Optimized network communication between client and backend.
- Improved request/response handling, reducing latency and data load.
- Designed background processes for data synchronization and analytics.

THIRD - PARTY INTEGRATIONS

>> C# / External SDKs / REST APIs

- Integrated external services (analytics, marketing, payments, user tracking).
- Developed wrappers and adapters for third-party APIs.
- Ensured reliability and monitoring of external service usage.

LIVE OPERATIONS & INFRASTRUCTURE

>> C# / .NET / Bitbucket / DevOps

- Contributed to live operations of a large-scale game with millions of players.
- Implemented monitoring and diagnostic modules for production stability.
- Supported continuous delivery pipeline and hotfix deployment.

SERVER TROUBLESHOOTING & STABILITY

>> C# / .NET / SQL / Monitoring Tools

- Investigated and resolved critical server-side issues affecting live gameplay.
- Performed root-cause analysis of crashes, bottlenecks, and performance drops.
- Collaborated with DevOps and backend teams to restore stability under high load.
- Developed preventive monitoring and alerting solutions to minimize downtime.

DETAILED PROJECTS

MICROINVEST OOD

WAREHOUSE PRO

>> WinForms / VB.NET

Product is designed to streamline business processes

- Bugs fix
- Add new features
- Improve performance

DONGLE SYSTEM

>> Asp.Net Core / WPF / WinAPI / C#

A system with applications for creating dongles, storing values, working with them.

- Library for work with USB devices.
- Library for encode/decode values on USB devices.
- Client-server desktop application for made dongles.
- High performance / clear architecture.

MINI CD

>> Qt / C++

Installer of the main Microinvest applications

- Frontend / backend
- Support for many OS versions

NUTRITION CALCULATOR

>> WinForms / CrystalReports / C#

Application that is used to print costing and technological cards of recipes created in Warehouse Pro.

- Bugs fix
- New features

COMPANY INFO SERVICE

>> Asp.Net / C#

Service for linking products with a third-party API

- New features

RDP CHECKER

>> WinAPI / C#

Service for prohibiting the launch of products through RDP

- New solution

FISCAL DEVICE STATUS DECODER

>> WPF / C#

Application for decode response status from fiscal devices different manufacturers.

- New solution

UTILITY CENTER

>> WinForms / C#

Software solution that complements the rich functionalities of Warehouse Pro. The application is applicable in different areas of activity by means of two-way data exchange between Warehouse Pro and external applications.

- Fix bugs
- New features
- New modules

CardBox

>> WPF

- Desktop app for publish news and promotions in CardBox mobile application.
- Desktop app for manage client-company.

ElectronicPointsExcellImport

>> WPF

- Special data conversion with particular business rules.

OrdersHandler

>> WPF

- An desktop application for processing orders from a Warehouse Pro and displaying them on a workstation in a manufacturing factory.

ElectronicArchive

>> Background service

- Collecting information and turning into a PDF files.

MaxBonus

>> Background service

- For synchronization data with third-party API.

Seliton

>> Background service

- For synchronization data with third-party API.

BranchManagment

>> Background service

- Special data exchange between 2 data bases.

ImportRecipesFromExcel

>> Background service

- Special data exchange between excel and data base.

ElectronicPointsExcellImport

>> Background service

- Special data exchange between excel and data base.