

## TYMUR HULUA

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Ukraine Citizen

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## EDUCATION

**ITStep Academy, Kyiv, Ukraine**  
Computer Science

**February 2014 – August 2019**  
4.0 GPA

## TECHNICAL SKILLS

**Programming Languages:** C#, JavaScript, TypeScript, Unreal Engine C++, Python

**Frameworks and Databases:** .NET Core, .NET Framework, ASP.NET Core (WebAPI/MVC), NodeJS, React, Vue.JS, Svelte, RxJS, NestJS, PostgreSQL, MSSQL, MySQL, MongoDB, Redis, CassandraDB

**Tools:** Git, GraphQL, Docker, Kubernetes, Azure (B2C, CDN, DevOps), AWS (EC2, S3, Lambda, IAM, SQS, CloudWatch), Firebase, Supabase, gRPC, RabbitMQ, Nginx, APISIX, IdentityServer, OpenIddict, UNIX

## WORK EXPERIENCE

**Head of Authorization Service Department, Epic Games, Cary, NC**

**January 2021 – October 2023**

- Team leader for backend development of authorization systems, with a focus on reforming the architecture and migrating from Go and JavaScript to C# and gRPC communications.
- Development and configuration of internal cloud computing and CI/CD service, development of internal load-balancer and automatic horizontal scaling system in C#.
- Development of a modular tool for automatic End-To-End stress test and CVE detection in TypeScript and gRPC.
- Meeting the goal of extending the architecture to stable over 7 million concurrent users, with an average of 2 and a half.
- Trained new employees in internal development methods and organization of technical standups.

**Gameplay Networking Engineer, KetchApp, Paris, France**

**April 2020 – January 2021**

- Development of a highly optimized real-time C# game server for a mobile game with an estimated 300,000 concurrent users with active use of Redis as cache storage.
- Implementation of the concepts of server-side simulation, client-side prediction, server-reconciliation, lag compensation for C# game server and Unity client with RabbitMQ logging and Nginx load-balancing.
- Development of a browser-based tool in Vue and TypeScript for drawing game levels with one-button export to the Unity engine, a user-friendly interface for both level designer and end user.
- Interviewing C# candidates for the team and organizing collective code reviews and developing solutions to automate it.

**Chat-Bot Developer, Bots-Business, Kyiv, Ukraine**

**June 2019 – January 2020**

- Development of JavaScript chatbots for business automation on Telegram, Viber, Facebook platforms.
- Development of an internal TypeScript framework for creating chatbots and external end-user interface for it.
- Maintaining a React-based landing page, boosting SEO, using cloud and software techniques to optimize page load.
- Negotiate with clients to compare estimates, timelines and tasks, participate in shaping edits and product support.

## PROJECTS & ACHIEVEMENTS

**Olympiad victories in computer science**

- 1<sup>st</sup> place at the Kyiv (Including the capital city) Regional Olympiad in Computer Science, 2020.
- 1<sup>st</sup>/2<sup>nd</sup> place at the Irpin Regional Olympiad in Computer Science, 2020/2019.

**Videogame – Airy**

- Developed an intense vertical first-person shooter in UE C++, requiring highly optimized netcode, with UGC support.
- Implementation of difficult-to-predict mechanics with high responsiveness: Grappling hook, wall running, sliding, dashing.
- Interest from large indie publishers (Devolver Digital, TinyBuild) and an invitation to speak for new employees of the current company (Epic Games) as an expert in creating network communication systems.

**eCommerce CMS – ScyCommerce**

- A fully containerized e-commerce system based on BFF microservice architecture with ASP.NET Core as backend and Svelte as frontend, MongoDB and PostgreSQL as databases, APISIX as a load balancer and RabbitMQ as a communication tool.
- Implementing a system for automatically publishing Nuget packages with shared code on a Docker network.
- The entire system is built on open-source components, requiring no payment at all. Cloud support is included.