TYMUR HULUA

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EDUCATION

ITStep Academy, Kyiv, Ukraine   **February 2014 – August 2019**
Computer Science   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

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