

Vitaliy Sviridyuk

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Portfolio: <https://veathen.github.io/Portfolio/>
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OBJECTIVE: To obtain a Full-time Summer/Fall Co-op where I can learn in a professional environment that can further hone my technical skills. Available starting May 8th 2024 (Exceptions apply)

EDUCATION: **Rochester Institute of Technology** **Rochester, NY**
Bachelor of Science in Software Engineering Expected May 2026
(1 Year Co-op Included)
GPA: 3.76 (Dean's list: Fall 2021 - Fall 2023)

Courses: Web Engineering, Comp. Science AP Students, Personal Software Engineering, Discrete Math for Computing, SW Process and Project Management, SW Design for Computing Systems, Engineering of SW Subsystems, Linear Algebra, Analysis of Algorithms, Software Testing, Introduction to AI, Engineering of Concurrent Distributed Software Systems, Astronomy

SKILLS:

Programming Languages: C, C++, Java, C#, Python, HTML, SQL, Javascript (React & Angular).

Technical skills: Embedded Programming, OOP, Design patterns, Web Design, Project Management.

Technologies: Version Control (Git), PostgreSQL, REST API, Maven, Flask, Tomcat, Odoo, Figma

Other: Work effectively under pressure and able to pick up technical skills quickly

Work collaboratively and efficiently with co-workers

Excellent oral & written communication skills

PROJECTS:

Envirogram, Human Centered Requirements and Design, Fall 2023

- Prototyped environmental social media web application using Proto.io & Figma software in a team of five documenting the process, focusing on accessible software.

MIDI Song Player, Software Design for Computing Systems, Spring 2023

- Developed embedded software solution for STM32 microcontroller in C to play saved MIDI songs with intuitive hardware user input.

Multiplayer Dungeon Crawler, Engineering of Software Subsystems, Fall 2022

- Developed app in Java using IntelliJ, Git for version control and Maven for package management.
- Collaborated in a team of 5 venturing through many design phases utilizing design patterns before implementation.
- Honed integration & communication skills in a time strained environment.

Library management system, Web Engineering, Fall 2022

- Utilized PostgreSQL, Python & psycopg2 and leveraged REST API's to create a library management system API capable of serving dozens of libraries in a well organized schema.

E-Store application, Intro to Software Engineering, Spring 2022

- Employed Java, Angular & Rest API Tomcat server, developed a fullstack online e-store application in a challenging team environment.
- Collaborated with a team of 4, developing a strong skill in conflict resolution.

Combo Jumper, Highschool personal project, 2018

- Designed, implemented, and published 3d platforming game using Unreal Engine 4.
- Learned strong time management skills and importance of a well documented process throughout development.

EXPERIENCE:

Odoo

Buffalo, NY

Full Stack Engineer Intern, Seneca One Tower

6/23 – 8/23

- Refactored, Upgraded and Redesigned Odoo ORP recreation app used by over a thousand internal Odoo employees.
- Collaborated in a team of 2, Utilizing a plethora of internal and external technologies including postgresSQL, psycopg2, restAPIs, & OWL (Odoo Javascript framework)
- Lead technical review meetings with senior engineers to better our application and receive design feedback.
- Further strengthened debugging abilities, working with a large codebase and refactoring an old application to newer codebase standards.
- Reinforced web front end design skills able to both focus on usability and accessibility.