

# Vlada Skulska

## C#/.NET Developer

Vinnytsia, Ukraine | Remote, Hybrid, Relocate | [vlada.skulska@gmail.com](mailto:vlada.skulska@gmail.com)  
<https://www.linkedin.com/in/vlada-skulska-242552268/> <https://github.com/VladaSkulska>

Dynamic and motivated .NET Developer with 1 year of experience in C#/.NET development. Proficient in C#, ASP.NET, REST API, Entity Framework, have a growing understanding of OOP/OOD, SOLID principles. Seeking an opportunity to innovate and deploy distinctive solutions that address business requirements while advancing professional development within the industry.

### SKILLS

- **Technologies:** .NET, ASP.NET Core, EF Core, REST API
- **Programming:** C#, SQL
- **Web Development (basic):** JavaScript, HTML5, CSS3
- **Databases:** PostgreSQL
- **Tools:** Git, GitHub
- **Computer Science:** Architecture, Data Structures & Algorithms
- **Understanding of:** Object-Oriented Programming (OOP), SOLID, Agile/SCRUM methodologies

### ADDITIONAL

- **Development Tools:** Visual Studio, Visual Studio Code, Rider

### EXPERIENCE

#### HDREZKA RESTful API

##### Implemented Features:

- User authentication endpoints for registration, login, and profile management.
- Movie streaming API for accessing movie data and metadata.
- Implemented scheduling functionality to manage movie showtimes and availability.
- Ticket booking endpoints for seat selection and purchase.

##### Achievements:

- Developed a RESTful API for HDREZKA
- Implemented user authentication functionality
- Enabled movie streaming capability within the API
- Integrated scheduling features into the API
- Implemented ticket booking functionality within the API
- Integrated the N-layer architecture design
- Implemented unit tests to validate the business logic.

##### Tech Stack:

- **Backend Framework:** ASP.NET Core
- **Database:** Entity Framework Core (with PostgreSQL)
- **Authentication:** JWT for user authentication and authorization
- **Unit testing:** xUnit
- **Other:** REST, N-layer architecture, Repository Pattern, OOP, SOLID

## GUESSING GAME

### Implemented Features:

- **Game Logic:** Core functionality for player guessing, win/loss determination, and game state management.
- **Data Handlers:** Handling player data storage and retrieval using JSON files.
- **Models:** Structured representations of player information and game history.
- **Strategies:** Implemented strategies for guessing numbers and letters.

### Achievements:

- Created a console application adhering to the principles of OOP/OOD and SOLID.

### Tech Stack:

- C#, JSON for Data Management
- **Other:** OOP, SOLID

## TINDOG START-UP

### Implemented Features:

- Created a responsive website using HTML, CSS, and Bootstrap for start-up, featuring sections for navigation, showcasing features, testimonials, press logos, pricing plans, and a call-to-action for downloads.

### Achievements:

- Developed a visually appealing and user-friendly website with engaging content, enhancing the user experience and brand visibility.

### Tech Stack:

- HTML, CSS, Bootstrap

## ADDITIONAL EXPERIENCE

### Object Oriented Programming with C# - Beginner to Advanced

*Tod Vachev*

Object- Oriented Programming Concepts of C#

## LANGUAGES

English (B2), Ukrainian (Native)

## EDUCATION

**IGOR SIKORSKY KYIV POLYTECHNIC INSTITUTE (KPI)**

Bachelor of Software Engineering

**Kyiv, Ukraine (2022-2026)**