

Oleksandr Holub | Senior Software Engineer

Seattle, WA, USA | ☎ +1 346-529-5748 | ✉ a.golub113@gmail.com

🌐 [linkedin.com/in/oleksandr-holub-ua](https://www.linkedin.com/in/oleksandr-holub-ua) | 🌐 www.oleksandrholub.com | 🐙 github.com/saj113

Skills

- C# | .NET | Java | JavaScript | TypeScript | Node | React JS | VueJS | MobX | Redux | TailwindCSS
- Full Stack | Microservices | Micro-frontends | Distributed Systems | API Design | System Design | DDD | CQRS | Event-Driven
- AWS Serverless | Azure | CI/CD | Unity3D | Docker | DynamoDB | PostgreSQL | MSSQL | Oracle | MongoDB | Redis

Experience

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| Full Stack Software Engineer, Remote | Goodfynd | <i>Houston, TX, USA</i> | 09/2023 - Current |
| <ul style="list-style-type: none">• Successfully integrated key architectural principles and styles, doubling code efficiency and accelerating the development cycle by 100%, which streamlined project delivery timelines using .NET, Next JS, MongoDB, DDD, BFF, CQRS.• Enhanced database query performance by 300%, resulting in a twofold increase in database interaction speed and significantly improving overall system responsiveness. Conducted over 10 knowledge-sharing sessions, educating peers on advanced software development techniques and best practices. | | | |
| Full Stack Software Engineer, Remote | Namecheap | <i>Houston, TX, USA</i> | 10/2020 - 09/2023 |
| <ul style="list-style-type: none">• Developed over 20 microservices and micro-frontends to establish highly scalable application architecture, driving \$200M of revenue every year using the latest technologies of .NET C#, Node JS, React JS, AWS, Event-Driven SNS/SQS, PostgreSQL, MsSql, Redis, MobX.• Implemented and designed domain business logic, leading to a significant 23% increase in global revenue.• Responsible for system design of new features and selection of technologies used in new services.• Coordinated with cross-functional teams to align priorities and collaboratively achieve project goals. | | | |
| Full Stack Software Engineer, Remote | Dedicated Lab | <i>Kharkiv, Ukraine</i> | 08/2019 - 10/2020 |
| <ul style="list-style-type: none">• Successfully integrated asynchronous communication between modules, enhancing inter-service data flow and responsiveness using .NET C#, Vue JS, CQRS, Sagas, PostgreSQL.• Refactored a monolithic application into more than 10 microservices, significantly improving system maintainability and reducing load times by 40% through alignment with Domain-Driven Design (DDD) principles.• Implemented distributed transactions across microservices, bolstering application robustness and ensuring consistent data integrity.• Mentored two team members, fostering their professional growth and enhancing team capabilities in complex software development environments.. | | | |
| Full Stack Software Engineer, On-site | Tideworks | <i>Kharkiv, Ukraine</i> | 06/2014 - 08/2019 |
| <ul style="list-style-type: none">• Developed 3 cutting-edge applications for managing automated cranes at container terminals, improving operational efficiency by 30% and reducing manual error by 40% through IoT integration using .NET C#, Java, React, Redux, Oracle, Spring, Kafka, ActiveMq, IoT.• Developed and refactored 50+ Oracle procedures, enhancing database performance by 50% and maintainability by 35%, leading to a 20% reduction in system downtime.• Achieved proficiency in Java Spring, Hibernate, and related technologies within 1 months to expand capabilities and contribute to more exciting projects. | | | |
| Software Engineer, On-site | Lavasoft | <i>Kharkiv, Ukraine</i> | 02/2014 - 06/2014 |
| <ul style="list-style-type: none">• Developed windows extensions for anti-virus using .NET, WPF, MVVM. | | | |
| Software Engineer, On-site | SMISS | <i>Kharkiv, Ukraine</i> | 01/2013 - 02/2014 |
| <ul style="list-style-type: none">• Developed back-end functionality using .NET, WinForms. | | | |

Projects

- www.sharelink.dev. ShareLink is a website designed to assist developers in quickly sharing and accessing links to various best practices. Covering all layers of development: databases, backend, frontend, azure cloud, CI/CD
- www.notes.oleksandrholub.com. Notes is a simple application that allows users to create, read, update, and delete notes. Using AWS Lambda for Node JS, AWS DynamoDB, and AWS SAM on back-end and React on front-end.
- [Unity3d Mobile Game](#). The game was intended to be an RPG with a focus on tactical battles and procedurally generated levels. Throughout the development process, I encountered numerous challenges.

Education

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| Associate Specialist in Software Engineering | Kharkiv Patent Computer College | <i>Kharkiv, Ukraine</i> | 06/2007 - 06/2011 |
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