

Oleksandr Holub | Full-Stack Software Engineer

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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 | 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">• Integrated 4 key architectural principles and styles, resulting in a 35% acceleration in the development cycle and a 20% increase in code efficiency, streamlining project delivery timelines using .NET, Next JS, MongoDB, DDD, BFF, CQRS, Api Design.• Conducted 10+ knowledge-sharing sessions on advanced software development techniques.• Optimized database queries, achieving a 300% improvement in query performance, which doubled the speed of database interactions and enhanced overall system responsiveness. | | | |
| 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">• Refactored a monolithic application into 10+ modular components, improving maintainability and aligning with Domain-Driven Design (DDD) principles, resulting in a 40% reduction in load time using .NET C#, Vue JS, CQRS, Sagas, PostgreSQL.• Implemented CQRS pattern, leading to a 100% increase in parallel development efficiency by effectively separating queries and commands.• Incorporated Sagas, enabling 100+ distributed transactions per day, enhancing application robustness and reducing transaction failures by 30%.• Mentored 2 team members, leading to a 40% improvement in their project delivery efficiency. | | | |
| Full-Stack Software Engineer, Onsite | Akvelon | <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, Onsite | 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, Onsite | 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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