

Alex Holub | Senior Software Engineer

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Skills

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

Experience

Senior Software Engineer	Microsoft	05/2024 - Current
<ul style="list-style-type: none">• Enhancing observability to detect and track potential hacker attacks within the Security team.• Working on open source and internal authentication and authorization solutions.• Developed a security solution to prevent implicit trust between USGov and public clouds by separating public keys.		
Senior Software Engineer	Goodfynd	09/2023 - 05/2024
<ul style="list-style-type: none">• Integrated key architectural principles and styles, doubling code efficiency and accelerating the development cycle by 100%, which streamlined project delivery timelines.• 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.		
Senior Software Engineer	Namecheap	10/2020 - 09/2023
<ul style="list-style-type: none">• Developed over 20 microservices and micro-frontends to establish highly scalable web services, driving \$200M of revenue every year.• 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.		
Senior Software Engineer	Dedicated Lab	08/2019 - 10/2020
<ul style="list-style-type: none">• Integrated asynchronous communication between services, enhancing inter-service data flow and responsiveness.• Refactored a monolithic application into more than 10 microservices, significantly improving system maintainability.• 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.		
Software Engineer	Tideworks	06/2014 - 08/2019
<ul style="list-style-type: none">• Developed 3 cutting-edge applications for managing automated cranes at container terminals.• Reduced manual error by 40% through IoT integration.• Developed and refactored 50+ Oracle procedures, enhancing database performance by 50%, leading to a reduction in system downtime.		
Software Engineer	Lavasoft	02/2014 - 06/2014
<ul style="list-style-type: none">• Developed windows extensions for anti-virus using .NET, WPF, MVVM.		
Software Engineer	SMISS	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 sharing various best practices.
- www.notes.oleksandrholub.com. CRUD App. Using NodeJS, AWS Lambda, AWS DynamoDB 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.

Education

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