**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** |
| --- | --- | --- | --- | --- |

* 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** |
| --- | --- | --- | --- | --- |

* 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** |
| --- | --- | --- | --- | --- |

* 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** |
| --- | --- | --- | --- | --- |

* 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** |
| --- | --- | --- | --- | --- |

* 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** |
| --- | --- | --- | --- | --- |

* Developed windows extensions for anti-virus using .NET, WPF, MVVM.

| **Software Engineer** |  | **SMISS** |  | **01/2013 - 02/2014** |
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* Developed back-end functionality using .NET, WinForms.

**Projects** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

* [www.sharelink.dev](http://www.sharelink.dev). ShareLink is a website designed to assist developers in sharing various best practices.
* [www.notes.oleksandrholub.com](http://www.notes.oleksandrholub.com). CRUD App. Using NodeJS, AWS Lambda, AWS DynamoDB on back-end and React on front-end.
* [Unity3d Mobile Game](https://youtu.be/LlAk4d5UcQc?si=5SH9mu_DgE8omXj-). 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** | *Kharkiv, Ukraine* | **06/2007 - 06/2011** |
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