

DANYLO SHEVCHENKO



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GITHUB



LINKEDIN



SOFTWARE ENGINEER / GO DEVELOPER

A Software Engineer with 4+ years of experience in developing high-load applications, developing applications with real-time synchronisation (massively multiplayer online game server with 3,000 players at peak), experience in developing and designing APIs, microservice and monolithic architectures. Experience setting up CI/CD processes, administering a Linux server and deploying applications in production.

EXPERIENCE

Linux Server Administrator, CCDPlanet RAGE, Ukraine – December 2019 - February 2022

- Responsible for configuring and administering the Linux server;
- Responsible for deploying the production environment;
- Responsible for deploying the development environment;
- Setting up automatic backups to the cloud.

Backend Developer & DevOps, CCDPlanet RAGE, Ukraine — December 2019 - February 2022

- Responsible for selecting the technology stack of a new project;
- Development of a system of in-game purchases and donations;
- Development of an in-game financial transaction system;
- Development of an in-game market and auction;
- Designing and developing gRPC APIs using Protocol Buffers;
- Backend development using Go, PostgreSQL, Redis;
- Development of authorisation using the OAuth2 protocol using the Hydra open-sourced implementation of the OAuth2 server;
- Creating a production environment using containerisation, Docker;
- Creating a development environment using virtualisation, Vagrant;
- Setting up CI/CD pipelines;
- Active participation in the discussion of the further development of the project and the proposal of features.

Game Scripting & Game Server Programmer, CCDPlanet RAGE, Ukraine — December 2019 - February 2022

- Multiplayer game logic scripting using TypeScript on the client-side;
- Game-server logic development and scripting using TypeScript;
- Client-Server and Client-Server-Client synchronisation using Events and RPCs.

Backend Developer, CCDPlanet MTA, Ukraine — April 2018 - December 2019

- Development of a mail server with JSON RPC API;
- Development of a game server API for external use;
- Experience with MySQL and SQLite.

Gameplay Programmer, CCDPlanet MTA, Ukraine — April 2018 - December 2019

- Gameplay development for a massively multiplayer game with real-time synchronisation;
- Server-side development and RPC design for Client-Server and Client-Server-Client interaction;
- Working with Event-system.

Game Scripting Programmer, CCDPlanet MTA, Ukraine — December 2017 - April 2018

- Game scripting using Lua scripting language;
- Chat-bot development using JavaScript and NodeJS.

EDUCATION

Bachelor of Information Systems and Technologies

Faculty of Informatics and Computer Science,
NATIONAL TECHNICAL UNIVERSITY OF UKRAINE «IGOR SIKORSKY KYIV
POLYTECHNIC INSTITUTE» | 2017–2021.

PROFESSIONAL SKILLS

- Golang;
- Haskell;
- Rust;
- TypeScript;
- Google Cloud Platform;
- Protocol Buffers;
- gRPC;
- SQL;
- Advance PostgreSQL and PL/pgSQL;
- Redis;
- MongoDB
- ZSH/BASH/SH;
- Debian GNU/Linux;
- Systemd;
- Unix;
- CI/CD;
- Docker;
- Vagrant;
- Git Flow;
- Trello.

PERSONAL SKILLS

- Team Player;

- Innovative;
- Time-management;
- Emotionally stable;
- Sharing and disseminating of knowledge;
- Don't allow me to stagnate;
- Ability and desire to self-learn and self-develop.