Adrian V. Petrykiw

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Education

University of Illinois Urbana-Champaign 2018-2024   **Hinsdale South High School** 2018
Bachelor of Arts in Economics
Minor in Computer Science, Innovation Certificate   **Ukrainian School of Chicago** 2016

Experience

Head Developer *(November 2020 - September 2022)*   Point Klub
- Managed a three-person development team using Agile through the full MVP development cycle of a mobile application called Point Klub that is virtualizing the nightclub experience
- Designed mobile app prototypes using Adobe XD and human-centered design practices
- Developed mobile application frontend utilizing Flutter and integrating with a Django backend
- Deployed application for launch and testing on Apple App Store and Google Play store
- Integrated Stripe as the primary payment solution for cashing out points
- Created Point Klub pitch materials utilized when seeking company funding and pitching to investors
- Created thorough documentation and conducted testing using Jira, Postman, Testflight, and Google Docs

Founding Member & Creative Director *(September 2021 - May 2022)*   Illini Blockchain
- Co-founded the first UIUC blockchain student organization together with seven students in order to educate the community and enable the development of blockchain technology at UIUC
- As a core contributor scaled the Illini Blockchain community from the ground up to over 450 members with three sponsored projects in just nine months by writing Illini Blockchain blogs, conducting R&D for Illini Blockchain projects (ie. IlliniDAO, Buoyant Protocol), and participating in three Solana hackathons, the xHack hackathon, Miami Hack Week, NFT NYC, and NEARCON
- Designed the club's promotional materials, merch, logo, and websites

Project Manager *(November 2018 - January 2022)*   THRUST (Formerly Student Space Systems)
- Project Manager of the Thrust Vector Control (TVC) team and lead engineer of the TVC system for the liquid V2 rocket and rapid reuse rockets
- Developed the system model, designed the actuation system, created procedures(manufacturing, assembly, testing), and programmed the algorithm for the mini TVC test model; Rapid Reuse; and liquid V2 rockets
- Represented SSS on the Aerospace Engineering Undergraduate Advisory Board (AEUAB)

Full Stack Developer *(May 2021 - July 2021)*   JETZ App
- Developed a mobile cross-platform aftermarket auto parts chat assistant app used by thousands in LatAm using Flutter, Firebase, REST APIs, Zeplin, Github, Jira, and Streamchat in an Agile/Scrum development environment
- Collaborated with lead designer, customer support team, and CEO using knowledge of human-centered design practices and Spanish to iterate upon the design of the product and set scaling requirements

Projects

REX Gaming Interoperability Protocol (r3x.tech)   June 2022 - Present
- Developed a React NFT injection tool used by dozens of holders to play with their NFTs in web2 games
- Created a REST API with AWS enabling easy web2 interaction with on-chain data and smart contracts
- Developed a tournament invite system with React, Backpack, and blockchain that allows for the acquisition and onboarding of up to 20,000 players at a time with the click of an in-wallet notification
- Conducted user research with dozens of web3 and web2 game studios, gamers, and creators utilizing human-centered design practices to achieve three major iterations in six months
- Onboarded two game studios into closed beta and currently onboarding ~30 more

Honors and Awards
- Boy Scouts of America: Eagle Scout with Bronze Palm, Leadership Award at Philmont
- Valedictorian Ukrainian School of Chicago Class of 2016

Skills
- Proficient in Autodesk (Inventor, AutoCAD, Revit), Microsoft Office Suite, Google Office Suite, Android Studio, VS Code, Jira, AdobeXD, Postman, Lean, Agile, Scrum, Git, and REST API's
- Experienced with AWS, Adobe Creative Cloud, Figma, Unity3D, Solana, Ethereum, Smart Contracts, Project Management, 8th Wall, Lightship VPS, Streamchat, Agora, Miro, and MVC
- Fluent in English, Ukrainian, and experienced in Spanish
- Programming Experience: Java, Dart, JS, TS, Node, ReactJS, NextJS, HTML, CSS, Postgres, C#, and Rust
- Media Experience: Premiere Pro CC, Photoshop, Illustrator, Lightroom, After Effects, Audacity, FL Studio