Dmytro Brazhnyk
Software Architect/Principal Software Engineer

amid.ukr@gmail.com
+1 484 995 0689
Houston, TX, USA
https://dmytrobrazhnyk.wordpress.com/

- Awards and recognition in algorithmic contests affirm my standing among the top **0.18% of proficient computer scientists**. In essence, within a modest company of **50,000 employees**, only **90 individuals** can showcase comparable or **superior talents.**
- Exceptional skills in Computer Science, Mathematics, and Natural Sciences
- Master's degree in Artificial Intelligence
- 16 years of experience in development of IT technologies
- 14 accomplished releases by being in technical leading roles
- Recent accomplishment: Adopted AI model to predict wellbore equipment malfunctioning.
- Another recent accomplishment: Reduced the cost of CosmosDB usage from $960 000 a year to $48000 a year.

Employment Summary

- Architect/Cloud Developer at Mastech Digital, May 2023 – now
- Cloud Software Architect at Carbo Ceramics, Jan 2023 – May 2023
- Solution Architect at EPAM, Sep 2012 – Jan 2023
- Lead Software Engineer at Astound Commerce, Jan 2012 – Sep 2012
- Senior Software Engineer at TeamDev, Sep 2008 – Jan 2012
- Java Software Engineer at SoftLine, Apr 2007 – Sep 2008

Education Summary

- Master's degree in Artificial Intelligence
  Kharkiv National University of Radio Electronics, Ukraine, 2017
- Bachelor's degree in Computer Science
  Kharkiv National University of Radio Electronics, Ukraine, 2009

Awards

- 2014 - Hackathon - best computer game award for Quantum game (Led a team to success)
- 2005 – 3rd place(bronze) award in country wide Student Olympiad in the discipline "Informatics" in the category of computer science
- 2003 - 1st place award in regional Informatics Olympiad for 11th school grade.
- 2003 - Selected as the top 15 best in Kharkiv Oblast Informatics Olympiad before the All-Ukraine stage.
- 2002 - 1st place award in regional Informatics Olympiad for 10th school grade.
- 2001 - 3rd place award in regional Informatics Olympiad for 9th school grade.

Training & Certifications

- 2023   TensorFlow and Machine Learning Udemy online courses
- 2019 - CloudFroundry on edX
- 2018 - Certified AWS Solution Architect
- 2018 - AWS Solution Architect Udemy online courses
- 2018 - EPAM Software Architecture School training
- 2011 - Demandware ecomm training

Technical Proficiencies

Languages	Java, Kotlin, Scala, JavaScript, Python, C++ and Rust Lang. Markup languages: HTML(CSS), JSON, XML, YAML, MD, etc. Basic knowledge: Assembler x86, C#.NET, Lisp, Go Lang, Verilog(VHDL), Pascal, VB6.
Data Architecture:	RBDMS DBA, specifically PostgreSQL. Experienced in NoSQL data modeling and optimization (particularly Cosmos DB), Oracle, MySQL, SQL Server, MS SQL, MongoDB, Cassandra, Elastic Search, Redis, Gemfire. Spark, Confluent, Flink, ETL Talend, Azure Data Factory, DeltaLake
Cloud Architecture:	Certified AWS SA Architect. Experience with Azure. Deep knowledge of Kubernetes, etc. Azure Blob, AWS S3, AWS DynamoDB, Azure Databricks, AWS EC2, Azure AKS, AWS SQS. Docker. PaaS, Pivotal Cloud Foundry, AWS Lambda, Heroku, 12.
Front-End Architecture:	Swing, HTML, CSS, ReactJS, Angular, TypeScript, WebRTC, WebGL(GLSL) and WebSocket.
Back-end Architecture:	Spring Boot, Struts MVC, Spring MVC, Spring Data, Hibernate, JPA, MyBatis, J2EE, JAX-RS, sl4j, JDBC, REST API, Swagger, GraphQL, ProtoBuf(gRPC), SOAP, Camel ESB, Junit, Mockito, EasyMock,
Microservices	Spring Boot Cloud, Kubernetes, Docker, Linkerd, Istio
CI/CD/IaaC:	Jenkins, Helm, Terraform, SonarQube, Fortify, Git, GitHub, GitLab, BitBucket, SVN, Mercurial
System Monitoring:	ELK(ElasticSearch/Logstash/Kibana), Grafana/Prometheus, Splunk
Cyber Security:	JWT/JWE, SAML, OAUTH, OWASP TOP 10, CVE SCANS, X509, mTLS, Cloud Security, Azure WAF, Azure Defender
AI/ML/Data Science	Eigen, numpy, TensorFlow, PyTorch, Jupyter Notebook, Azure ML, pyspark, pandas, scikit-learn, matplotlib, Keras (Neural Network API)
Rust stack	serde, serde-json, actix-web, azure_core, azure_data_cosmos, tracing, tracing-actix-web
C++ stack	stl, atl/mfc, zeromq, boost, opencv, ffmpeg, GTest, protobuf, OpenGL(glfw, glew), DirectX, CMake
Methodologies	Agile, Scrum, Kanaban, TOGAF, TDD, XP, CI/CD, UML, C4 model, 12 Factor, SOLID/GRASP/GoF.