

# Anton Plotnikov

## Software Engineer

📍 Kharkiv, Ukraine

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🌐 [Anton Plotnikov](#) (LinkedIn)

### About

Software engineer, proficient in vast front-end technologies stack with more than 3 years of production experience. Working in huge distributed and remote teams, providing RFCs, starting projects from scratch and supporting them through release, working with complex infrastructures, designing software architectures, successful in communication, open to new challenges and opportunities.

### Work

#### EPAM

Jun 2018 – Jun 2021

Senior Software Engineer

[www.epam.com](http://www.epam.com)

EPAM is a leading digital consulting company with more than 40K developers providing excellent programming solutions for diverse business domains from gaming to healthcare.

#### Line-Up

Mar 2018 – Jun 2018

Software Engineer

[lineup.com.ua](http://lineup.com.ua)

LineUp is a business and technology solutions company of highly experienced professionals.

### Education

#### Kharkiv V.N.Karazin National University

Oct 2012 – Feb 2018

Biochemistry

Master

### Projects

#### Epic Online Services

Aug 2020 – Jun 2021

Key Developer at Epic Games

Epic is a leading interactive entertainment company and provider of 3D engine technology adopted across industries such as film and television, architecture, automotive, manufacturing, and simulation. Also Epic operates Fortnite, one of

automotive, manufacturing, and simulation. Also Epic operates Fortnite, one of the world's largest games with over 350 million accounts.

## Highlights

- Working in 7 subsystems with different tech stack;
- Working in a distributed team of 80+ professionals;
- Working with hybrid applications and micro front-ends;
- Introduce code quality gates, integrate them to CI;
- Taking part in software architectural decisions, system design;
- Ownership for 1 service;
- Taking part in infosec audits.

## Video Streaming Service

Aug 2018 – Dec 2019

### Developer at EPAM

A Netflix-like application for a national TV provider, supporting various devices and streaming protocols, applying modern accessibility standards, integrated with ads and analytics systems to enhance consumer experience.

## Highlights

- Working in a distributed team of 30+ members;
- Working with various devices and streams, such as PS4, HbbTV, ChromeCast, WEB;
- Adding core logic modules to existing framework;
- Working closely in collaboration with IOS and Android teams;
- Working on Observability and Ads integration;
- Ownership for ChromeCast Receiver application.

## Skills

### Programming

### Languages/Technologies

JS Core   Typescript

Software Architecture Design

Clean Architecture

REST, GraphQL

MVC/MVP/MVVM

Micro Front-Ends

### Frameworks/Libraries

React.JS   Nest.JS   Express.JS

Redux   Apollo Client 3.0

Webpack 5

### Development tools

WebStorm IDEA   VS Code

Postman

### CI/CD tools

TeamCity   CodeFresh

### Testing tools

jest   enzyme

### Methodologies

Scrum   ScrumBan

jest enzyme

react-testing-library

mocha

seram

seramBan

## Other

Mentoring

## Languages

### English

Advanced

### Russian

Native Speaker

### Ukrainian

Native Speaker