Anton Plotnikov

Software Engineer

⊙ Kharkiv, Ukraine

✉ ent.plotnikov@gmail.com

☎ +38 (050) 779-22-24

in Anton Plotnikov (LinkedIn)

About

Software engineer, proficient in vast front-end technologies stack with more then 3 years of production experience. Working in huge distributed and remote teams, providing RFCs, starting projects form 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

EPAM is a leading digital consulting company with more then 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

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

Volunteer

RS School   Feb 2021 – May 2021

React JS Program Mentor & Interviewer   rs.school

Education

Kharkiv V.N.Karazin National University   Oct 2012 – Feb 2018

Biochemistry

Master

Projects

Epic Online Services   Feb 2020 – Jun 2021

Key Developer at **EPAM for 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 the world's largest games with over 350 million accounts.

- 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.

- 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

Methodologies

jest   enzyme

Scrum   ScrumBan

react-testing-library   mocha

Other

Mentoring

Languages

English
Advanced

Ukrainian
Native Speaker

Russian
Native Speaker