**Bogdan Shmat**

**Phone:** (424) 319-5562 **Email:** [bogdan.shmat@wsu.edu](mailto:bogdan.shmat@wsu.edu) **Address:** 6228 146th PL SE Everett WA, 98208

**Linkedin:** <https://www.linkedin.com/in/bogdan-shmat-b42552222/> **Website:** <https://bogdansportfolio.azurewebsites.net/>

**OBJECTIVE**

**Seeking for Software Development Engineer Position**

**SKILLS**

**Computer Skills:** TypeScript/JavaScript, React, Python, C#, Java, Node.js, SQL, Django, Next.js

**Tools:** Git, Azure Dev Ops, Visual Studio Code, Gitlab, CICD

**Soft Skills:** Teamwork, communication skills, patience, enthusiasm

**EDUCATION**

**Washington State University** Aug 2020-May-2024

BS in Software Engineering

**EXPERIENCE**

Frontend Developer | Invent | Remote

Assigned tickets through Jira and clarified ambiguous requirements with the corresponding project manager to ensure ticket success.

Completed high impact tasks such as a high complexity addition into the client facing UI library using Styled-Components, TypeScript, React, React Testing library and Jest.

**Projects**

[**https://meallogga.azurewebsites.net/**](https://meallogga.azurewebsites.net/) **| Log meals and workouts | TypeScript, React, Next.js**

Used Tailwind.css to create forms for quick add, add from user’s collection, and add via Nutrititionix endpoint with similar CRUD operations for exercises.

Authentication and secure routes are handled using Clerk.

**Kotlin version |** [**https://github.com/boshma/FitnessAppKotlin**](https://github.com/boshma/FitnessAppKotlin)

**Checkers | Kotlin |** [**https://github.com/boshma/Checkers-Kotlin-**](https://github.com/boshma/Checkers-Kotlin-)

Follows complete rule set of checkers, users play on one device, can see the score, and reset game whenever they’d like.

**Discord Clone |** [**https://github.com/boshma/FitnessCommunity**](https://github.com/boshma/FitnessCommunity) **| Python, Django, CSS, JavaScript**

CRUD operations for rooms as and sending messages inside rooms.

Authentication using Django’s native functionality.