



Danyl Boiko

Software developer

Personal

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Education

Masters degree - Kharkiv National University of Civil Engineering and Architecture 2013 - 2019

- Udemy courses:
- Ultimate AWS Certified Solutions Architect Associate 2022
 - Docker and Kubernetes: The Complete Guide
 - JavaScript: Understanding the Weird Parts
 - Node JS: Advanced Concepts
 - NGINX Fundamentals: High Performance Servers from Scratch
 - Understanding TypeScript - 2022 Edition
 - React - The Complete Guide (incl Hooks, React Router, Redux)

About Me

I am an experienced software engineer with 5 years of experience in the IT industry.

Before starting my journey in the programming world, I worked on 3D graphics (3ds MAX) and Unreal Engine with C++ basics. After 2 years working at 3D domain, I decided to dig deeper into programming and found that creating products is my passion.

I have been working as a Full-stack developer (C#, SQL, React/Angular.js) and have completed the migration from Angular.js to React. I had experience with blockchain technologies on the product I developed from scratch to production as a Team-Leader.

High level of experience I have got working on high-performance WebAssembly JS charts with 2D/3D WebGL. As a contact point from the development team, my responsibility was to support customer requests and enhancements.

On a volunteer basis, I have gathered a group of 15 junior engineers and taught them the basics of programming language. Also, I have experience in mentoring a middle developer to the senior level. I am non stop learner, so my upcoming goal is to explore DevOps and pass AWS architect certification.

Employment

Senior Typescript developer - System1, UK

Dec 2020 – present

Project: Advertising

The product is a world leaders in predicting and improving ad effectiveness. I am the main Front End developer in the team, supporting backend related tasks. The main focus of my job is to implement the creation of presentable graphs on D3. I also mentored the middle developer at the same time. After that, he successfully passed the interview to the senior level.

- Working with React with Typescript and D3
- Introducing new solutions to speed up the work of the front-end application
- Mentoring middle developers to move to senior level
- Work with SEO optimisation / SSR

Technologies: TypeScript, SSR, NextJS, D3, NodeJS, Docker, AWS, MongoDB

Senior Typescript / React developer - SciChart, UK

Feb 2019 – Dec 2020

Project: 2D/3D charts

High loaded 2D/3D charts created by WebAssembly. The work was related to pulling C++ in Javascript. It was a library for the fastest 2D and 3D charts in Javascript. There were sub-projects, such as creating a website with examples of charts, customer support up to the debugging of their code, server-side rendering for SEO optimization.

- Work on different platforms for maintaining one final API for end-customers
- Canvas 2D/3D WebGL
- Creating new features for library
- Communication and end-users support
- Working with full cycle of startup project

Technologies: React, TypeScript, SSR, WebGL, NodeJS, Docker, Kubernetes, AWS, DynamoDB

Full-stack developer - TEAMinterantional, Ukraine

Mar 2017 – Feb 2019

Project: Insurance / Healthcare

USA Medical insurance based project. Classic Full-stack position. From creating front-end component to CRUD in C#.

- Creating controllers, directives with AngularJS
- Implementing Business Logic on backend
- Working with Azure environment, creating releases/builds
- Creating SQL tables/views/procedures

Technologies: C# Web.Api, Webpack, PostgreSQL, Azure, Metamask, Angular.js, React

Project: Blockchain/ Ecology/ Science

Ecology improvement based on blockchain technology with own tokens and work with Metamask project. Besides of this, I have launched 2 MVP projects.

- Create React App from scratch to production based on TypeScript and hooks
- Conversation with customer. Choosing the best technical approach
- Working with full cycle of implementing blockchain technology

Technologies: React, TypeScript, Metamask, GoogleApis, Thunk, Saga, React Transition, Web3

3D's Max artist - Freelance / Entrepreneur Vizboyko

Nov 2015 – Mar 2017

As a 3D's Max artist I had a huge experience related not only in 3D's Max designing and rendering but also in other activities, as a TeamLead, Mentor, and Project Manager. For part time I was a tutor in 3D's Max for begginers and explored Unreal Engine.