



Currículum vitae



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NATIONALITY Ukrainian
BIRTHDATE 07/11/1984
SEX Male

SKILLS Software engineer, systems architect, public speaker.
15+ years of practical software development experience. Strong Go skills, with roots from C/C++. Deep understanding of Linux/POSIX platform, networking and cloud systems. Good knowledge of security, statistical data analysis and distributed systems. Some frontend/design skills, including 3D/WebGL projects. Mobile dev experience (iOS/Meego). Experience both with onsite and remote teamwork.
Organizer of Barcelona Golang and Ukrainian Golang meetups, Public speaker at OSCON, GopherCon, Codemotion and other confs.

LANGUAGES Go, C, C++, Python, R, JavaScript (React/Angular1/2), TypeScript, TCL, Bash, Perl, PHP, LUA, QML, SQL(PL/SQL), Objective C.

Experience

COMPANY Sportity OÜ (Tallinn, Estonia)
DATES January 2015 - Present (2 years, 3 months)
POSITION Chief Technology Officer, Founder
RESPONSIBILITY Designing and implementing principal system architecture.

COMPANY Typeform (Barcelona, Spain)
DATES May 2016 - March 2017 (10 months)
POSITION Software Developer
RESPONSIBILITY Working on storage infrastructure system, encryption layer and internal tooling.



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COMPANY	Visonic Ltd. (part of Tyco Int.) (Kiev, Ukraine)
DATES	May 2007 - Present (8 years, 6 months)
POSITION	Senior Software Architect
RESPONSIBILITY	Application server development for home security market, implementing various protocols communication, interaction with hardware, implementing cluster solutions. Designing system services architecture.
COMPANY	Profit Solution Software (Kiev, Ukraine)
DATES	October 2005 - April 2007 (1 year 7 months)
POSITION	Technical Director
RESPONSIBILITY	Responsible for POS software development and support. Support company training. Developing new cross- platform POS- systems for fast-foods/restaurants.
COMPANY	Shvydko-Ukraine (Kiev, Ukraine)
DATES	October 2004 - September 2005 (1 year)
POSITION	Software Developer
RESPONSIBILITY	Development and maintaining POS software, building own Linux- distro, adopted for our needs. Writing and adopting drivers(kernel- and user-space) for various POS hardware. Designing and implementing touchscreen GUI, based on DirectFB framework.
COMPANY	Ukrainian Computer Laboratory (Kiev, Ukraine)
DATES	September 2003 - September 2004 (1 year 1 month)
POSITION	Software Developer
RESPONSIBILITY	Designing and implementing MITRIS client side software.
Education	Zhovtovods'kiy Phys-Math Lyceum (1997 - 2002) Math, Physics, Computer Science
Interests	figure skating, tango argentino, yachting, snowboarding, capoeira, amateur astronomy, photography, neuroscience.
Languages	English, Spanish - fluent, Ukrainian, Russian - native