

# OLEKSANDR LEVADNYI

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Full-Stack Software Engineer | Web, Mobile & Game Development | Cloud & DevOps  
Chudnivska Street, Zhytomyr, Zhytomyr 10005, Ukraine  
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## CAREER SUMMARY:

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8+ years of experience designing, developing, and deploying web, mobile, and game applications. Strong technical background in full-stack engineering, cross-platform mobile development, cloud infrastructure, and DevOps automation. Experienced in leading end-to-end delivery, system architecture, and performance optimization across multiple domains.

## SKILLS:

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- **Frontend:** React, Next.js, TypeScript, JavaScript, WebGL
- **Mobile:** React Native, Expo, Flutter
- **Game Development:** Unity (C#), WebGL
- **Backend:** Node.js (Express), ASP.NET, Golang, Python, PHP
- **Cloud & DevOps:** AWS, CI/CD, Docker, GitHub Actions
- **Practices:** Agile/Scrum, TDD, System Design, Scalable Architecture

## WORK EXPERIENCE:

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### Freelance / Remote

**Senior Full-Stack Engineer** | 04 May, 2019 – 08 September, 2025

- Designed and delivered scalable full-stack applications for international clients in e-commerce, SaaS, and gaming.
- Built cross-platform mobile applications with React Native and Flutter, integrated with REST/GraphQL APIs.
- Developed multiplayer Unity WebGL games with real-time networking and backend services.
- Migrated on-premise systems to AWS cloud infrastructure, implementing CI/CD pipelines with Docker and GitHub Actions.
- Led architecture decisions, code reviews, and mentoring for distributed teams.

#### Key Achievements

- Architected and launched a multiplayer game platform (Unity + Node.js backend) handling thousands of concurrent users.
  - Reduced deployment cycle from weekly to daily releases through automated CI/CD pipelines.
  - Delivered over 20 successful client projects across web, mobile, and game platforms.
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### Tech Companies & Startups, Ukraine

**Senior Full-Stack Engineer** | 01 April, 2015 – 22 February, 2019

- Developed and maintained enterprise web applications using ASP.NET, React, and PHP.
- Implemented REST APIs and microservices in Golang and Python.
- Optimized application performance and database queries, improving load times by up to 30%.
- Collaborated with product teams to deliver features in Agile environments.

#### Key Achievements

- Modernized a legacy system into a React + .NET Core stack, improving maintainability and scalability.
- Built internal developer tools to automate testing and deployment, reducing manual effort by 40%.

## EDUCATION:

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2013 – 2017 | Kyiv National University of Technology, Kyiv, Ukraine  
Bachelor of Computer Science – Software Engineering

## LANGUAGES:

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- English – Professional Proficiency
- Ukrainian – Native

## RELEVANT PROJECTS:

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- Multiplayer Scratch-like Game (Unity, WebGL, Node.js): Designed and built a browser-based multiplayer canvas supporting up to 4 players.
- E-Commerce Mobile App (React Native, Expo): Cross-platform iOS/Android app with in-app purchases and Stripe integration.
- Cloud Migration (AWS, CI/CD): Migrated enterprise web apps to AWS with containerization, improving uptime and scalability.
- Productivity App (Flutter, Firebase): Offline-first architecture with cloud sync.

## CONTACTS:

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- Portfolio: <https://unisonary.vercel.app>
- LinkedIn: <https://ua.linkedin.com/in/oleksandr-levadnyi-331138282>