George Savchenko

www.georgesavchenko.com

Software Developer

george.savchenko@gmail.com

SKILLS

Technologies: TypeScript, JavaScript, React, React-Query, Ruby, Angular, Redux, NgRx, RxJs, Three.js

EDUCATION

Bachelor of Computing 2017 - 2018
University of Guelph

Advanced Diploma of Software Engineering Technology 2013 - 2016
Centennial College

EXPERIENCE

Software Developer
Affinity | Toronto, Ontario   Sept 2021 - present
- Played a pivotal role in the team developing Affinity for Salesforce, swiftly addressing feedback to prevent a major refund
- Spearheaded a privacy-centric sync feature post-launch, enhancing Affinity for Salesforce's functionality and user experience
- Elevated Affinity's main CRM through strategic coding standards and feature updates, aligning with modern development practices

Frontend Developer
CybernetIQ | Ottawa, Ontario   Sept 2020 - Jul 2021
- Leading a rearchitect of the frontend to improve application performance and reduce memory usage
- Rebuilding frontend from object to data driven architecture using React, Redux and Redux-Observables
- Mentoring junior developers in React and Three.js

Software Developer
Vish ltd. | Montreal, Quebec   Jan 2019 - Aug 2020
- Accelerated rebuild and tech stack upgrade of main tablet NativeScript Angular application
- Worked with functional programming patterns to completely overhaul UI and UX based on user needs
- Contributed to other applications in the suite using Angular, RxJs, NgRx, Ramda, PostCSS and more

Software Developer
WIMTACH | Scarborough, Ontario   Nov 2016 - Aug 2017

Cross Platform Access Control App
- Developed Android and iOS access control app using React-Native
- Added user login, Bluetooth Low Energy connecting and microcontroller communication for access control

3D Graphics Module for Website Front End
- Created graphics module for managing 3D models using Three.js and TypeScript for building mechanical arms
- Implemented a system for combining parts, adding/removing, saving/loading custom combinations of parts

3D Simulator Synced with Wearable Device
- Developed Windows and Android walking simulator application using the Unity Engine
- Achieved wearable device synchronization with avatar steps with Bluetooth packet management system

ACHIEVEMENTS

Co-Organizer and Host, Ottawa JavaScript Meetup 2023
Co-founded 'Ottaweb' with a colleague to enhance Ottawa's web development community