

# Kolya Behemoth

SOFTWARE ENGINEER

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*"We tried our best, but our best was average." WehSing Yuen*

## Summary

Software Engineer with experience in development and maintenance of scalable cloud-based services. Strong problem solving skills. Proficient with CI/CD infrastructure. Interesting in remote work with some kind of challenges.

## Skills

<b>Languages</b>	Java, Python
<b>Frameworks</b>	Spring, Cucumber, Junit, Mockito   pytest, Scrapy
<b>ORM</b>	Hibernate, SQLAlchemy
<b>Databases</b>	Postgres, MySQL
<b>Version control</b>	Git
<b>Build tools</b>	Maven, Gradle
<b>Others</b>	Linux, Docker, AWS, REST, JIRA, Kafka

## Work Experience

### FREELANCER

Jan. 2017 - PRESENT

- Designed, implemented and deployed a Telegram bot integrated with Google AdSense API to cloud based environment.
- Develop inline Telegram bot integrated with Bitly API, Tumblr API.
- Created a few scrapers by using Scrapy, of popular websites: instagram/wikipedia.
- Designed and implemented chess like game by using Dart and Flutter.
- Developed benchmark and made performance recommendations to the project developer based on results.

### Spilna Sprava/Kenshoo-social dep

Ukraine, Vinnitsya

### SOFTWARE ENGINEER

Jun. 2014 - Dec. 2016

**Kenshoo Social** — marketing platform that enables agencies and advertisers to build integrated, highly-targeted social media campaigns.

- Expanded automated testing to cover new functionality.
- Analyze production issues to determine root cause and provides fix.
- Implemented new functionality based on user stories.

## Education

### VNTU(Vinnytsia National Technical University)

Vinnytsia, Ukraine

B.S. IN SYSTEM ENGINEERING

Sep. 2008 - Dec. 2012