

# Oleksiï Nahorniak

## C++ Senior Software Engineer

Born: 28 July 1979

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Location: Ukraine, Lviv

### Summary

I've been working in IT since 2003. During that time, I have got a solid background in C++, C++11, C++14, Smart Contract development for Antelope/EOSIO.

My primary technologies and environments are: MS VC++, Linux gcc compiler, Antelope blockchain, EOSIO blockchain, WSL, WinAPI, STL, MFC, ATL, COM, UML, Multithreading, GUI, SQL, Smart Contract applications, Desktop applications, System applications, Backend applications.

### Competence

<b>Technologies:</b>	OOP (strong level), Patterns (strong level), XML (strong level), JSON (strong level), COM (strong level), GUI (strong level), STL (strong level), ATL (strong level), MFC (strong level), Boost (strong level), UML (strong level), Multithreading (strong level), Antelope/EOS Smart Contract (Strong level), Tezos SmartPy (beginner level), Solidity (average level), Docker (average level) Ansible (average level), ReactJS(beginner), NodeJS(beginner), ReactNative Expo(beginner)
<b>Languages:</b>	C/C++ (strong level), SQL (strong level), Solidity (beginner level), C# (average level), Python (average level), SmartPy (beginner level), JavaScript, TypeScript (average level)
<b>RDBMs:</b>	MS SQL server (strong level), MS Access (strong level), PostgreSQL (strong level)
<b>Tools:</b>	MS VC++ (strong level), Eclipse (strong level), MS Office (strong level), MS Visio (strong level)
<b>Operating Systems:</b>	Windows (strong level), Linux Ubuntu (strong level)

### Education

<b>2001 – 2002</b>	
<b>University:</b>	Lviv Polytechnic National University. Ukraine
<b>Degree:</b>	M.Sc. degree in Automobile Engineering
<b>1996 - 2001</b>	
<b>University:</b>	Lviv Polytechnic National University. Ukraine
<b>Degree:</b>	B.Sc. degree in Automobile Engineering

### Experience

<b>August 2023 – August 2025</b>	
<b>Company:</b>	GoodBlock, USA
<b>Description:</b>	GoodBlock Technologies was founded with the belief that blockchain is for everyone
<b>Position:</b>	Smart Contract Developer
<b>Main Projects:</b>	<b>SmartContract app</b> <b>Short Description:</b> C++ 11/14/17 Smart Contract applications <b>Tools and Technologies:</b> C++11/14/17, STL, XML, JSON, WSL, Ubuntu, Antelope chain, Docker, Ansible, JavaScript, TypeScript, ReactJS, NodeJS, ReactNative Expo <b>Project Team:</b> 5 <b>My Role:</b> Smart Contract Development, bug fixing, new features, refactoring code <b>Client:</b> US company
<b>May 2023 – August 2023</b>	
<b>Company:</b>	NDA. Some Company
<b>Description:</b>	MFC

<b>Position:</b>	Senior Software Engineer
<b>Main Projects:</b>	<b>GUI APP</b> <b>Short Description:</b> C++ MFC <b>Tools and Technologies:</b> Visual Studio <b>Project Team:</b> 2 <b>My Role:</b> Software engineer <b>Client:</b> Ukrainian company
<b>June 2021 – August 2022</b>	

<b>Company:</b>	Voice, USA
<b>Description:</b>	Crypto Art. Digital platform Voice.com empowers women and digital artists of color
<b>Position:</b>	Senior Software Engineer
<b>Main Projects:</b>	<b>Smart Contract applications for EOS crypto currency and crypto art</b> <b>Short Description:</b> C++ 11/14/17 Smart Contract applications <b>Tools and Technologies:</b> C++11/14/17, STL, WSL, Ubuntu, eosio, JavaScript, TypeScript <b>Project Team:</b> 20 engineers <b>My Role:</b> Smart Contract Development, bug fixing, new features, re-design applications, refactoring code, code review <b>Client:</b> US company

<b>July 2019 - August 2022</b>	
<b>Company:</b>	CryptoLions, Lviv, Ukraine
<b>Description:</b>	EOSIO block producer based in Ukraine. Block Production, IT services, Dapp Development, Code Review, Consulting.
<b>Position:</b>	Senior Software Engineer
<b>Main Projects:</b>	<b>Smart Contract applications for EOS crypto currency</b> <b>Short Description:</b> C++ 11/14/17 Smart Contract applications <b>Tools and Technologies:</b> C++11/14/17, STL, WSL, Ubuntu, eosio <b>Project Team:</b> 2 engineers <b>My Role:</b> Smart Contract Development, bug fixing, new features, re-design applications, refactoring code, code review <b>Client:</b> Ukrainian company

<b>April 2018 – March 2019</b>	
<b>Company:</b>	2k-Group, Kyiv, Ukraine
<b>Description:</b>	Provider of IT services
<b>Position:</b>	Senior Software Engineer
<b>Main Projects:</b>	<b>Backend Application for slot machine</b> <b>Short Description:</b> C++ 11/14/17 backend application <b>Tools and Technologies:</b> C++11/14/17, STL, WSL, Ubuntu, sockets, gtest, unittests <b>Project Team:</b> 3 engineers/qa/designers <b>My Role:</b> Development, unit tests, bug fixing, new features, re-design, refactoring code <b>Client:</b> UK company

<b>October 2017 – April 2018</b>	
<b>Company:</b>	CMK, Kyiv, Ukraine
<b>Description:</b>	Provider of IT services
<b>Position:</b>	Senior Software Engineer
<b>Main Projects:</b>	<b>GUI Application</b> <b>Short Description:</b> UI application integration software <b>Tools and Technologies:</b> C++, STL, WinAPI, MFC, Visual Studio <b>Project Team:</b> 4 engineers <b>My Role:</b> Bug fixing, new features, re-design, refactoring code <b>Client:</b> US Company

<b>July 2016 – August 2017</b>	
<b>Company:</b>	2k-Group, Kyiv, Ukraine
<b>Description:</b>	Provider of IT services

<b>Position:</b>	Senior Software Engineer
<b>Main Projects:</b>	<p><b>Application for online payment</b></p> <p><b>Short Description:</b> Implementation payment module, fixing bugs</p> <p><b>Tools and Technologies:</b> C++, STL, XML, JSON, SQL, WinAPI, MFC, Visual Studio</p> <p><b>Project Team:</b> 2 engineers</p> <p><b>My Role:</b> Functionality development, testing, research</p> <p><b>Client:</b> Sweden company</p>

<b>January 2016 – June 2016</b>	
<b>Company:</b>	Ignite, Kiev, Ukraine
<b>Description:</b>	Provider of IT services
<b>Position:</b>	Senior Software Engineer
<b>Main Projects:</b>	<p><b>Simulator application for testing modules</b></p> <p><b>Short Description:</b> QT, Linux, QT creator</p> <p><b>Tools and Technologies:</b> C++, STL, WinAPI, MFC, Visual Studio</p> <p><b>Project Team:</b> 4 engineers</p> <p><b>My Role:</b> Bug fixing, new features, re-design, refactoring code</p> <p><b>Client:</b> US Company</p>

<b>January 2015 – January 2016</b>	
<b>Company:</b>	IntroPro, Kyiv, Ukraine
<b>Description:</b>	Provider of IT services
<b>Position:</b>	Senior Software Engineer
<b>Main Projects:</b>	<p><b>IP functionality for satellite tuner</b></p> <p><b>Short Description:</b> Implementation playing video over IP for satellite tuner</p> <p><b>Tools and Technologies:</b> C, Linux, Eclipse</p> <p><b>Project Team:</b> 15 engineers</p> <p><b>My Role:</b> Implementation playing video over IP for satellite tuner</p> <p><b>Client:</b> US company. satellite service provider</p>

<b>February 2014 – January 2015</b>	
<b>Company:</b>	Ciklum, Kyiv, Ukraine.
<b>Description:</b>	Major provider of IT services
<b>Position:</b>	Senior Software Engineer
<b>Main Projects:</b>	<p><b>Tool for installer and installation process</b></p> <p><b>Short Description:</b> Installation tools based on NSIS installer</p> <p><b>Tools and Technologies:</b> C++, Python, NSIS script language</p> <p><b>Project Team:</b> 5 engineers</p> <p><b>My Role:</b> Desktop application development</p> <p><b>Client:</b> marketing technology platforms to prospect, optimize and monetize mobile and web media</p>

<b>May 2012 – December 2013</b>	
<b>Company:</b>	Luxoft , Kyiv, Ukraine
<b>Description:</b>	Major provider of IT services
<b>Position:</b>	Senior Software Engineer
<b>Main Projects:</b>	<p><b>Tool for hardware decoder diagnostics</b></p> <p><b>Short Description:</b> Tool for diagnostic hardware decoder</p> <p><b>Tools and Technologies:</b> C++, QT</p> <p><b>Project Team:</b> 3 engineers</p> <p><b>My Role:</b> Developing desktop tool for diagnostic hardware decoder</p> <p><b>Client:</b> a US company (AMD). Advanced Micro Devices, Inc. semiconductor company, develop computer processors.</p> <p><b>Web Application</b></p> <p><b>Short Description:</b> Web application for testing other applications</p> <p><b>Tools and Technologies:</b> Python</p> <p><b>Project Team:</b> 6 engineers</p> <p><b>My Role:</b> Developing web application for testing hardware</p> <p><b>Client:</b> a US company (AMD)</p>

	<b>User Mode Video Driver</b>
	<b>Short Description:</b> Video driver application.
	<b>Tools and Technologies:</b> C++
	<b>Project Team:</b> 3 engineers
	<b>My Role:</b> Bug fixing in user mode video driver
	<b>Client:</b> a US company

### October 2010 – February 2012

<b>Company:</b>	Edvantis Software Inc., Lviv, Ukraine
<b>Description:</b>	Provider of IT services
<b>Position:</b>	Middle Software Engineer
<b>Main Projects:</b>	<p><b>IOS Application</b></p> <p><b>Short Description:</b> Product is a Web + mobile application allowing IT professionals to upload their IT inventory and then supporting them with useful tech information to help to keep their IT systems running smoothly.</p> <p><b>Tools and Technologies:</b> Cocoa, X-Code, Objective-C, LinkedIn/Facebook/Twitter APIs</p> <p><b>Project Team:</b> 2 Web developers, 1 iPhone/iPad developer, 1 QA engineer</p> <p><b>My Role:</b> Design and development of iPhone mobile client</p> <p><b>Client:</b> a US company</p> <p><b>(IOS Game)</b></p> <p><b>Short Description:</b> Small turn-based game.</p> <p><b>Tools and Technologies:</b> IOS, x-Code, Cocos2d, Box2d, SVN</p> <p><b>Project Team:</b> 3 software engineers including designer</p> <p><b>My Role:</b> Design and development of iPhone/IPad mobile client. Algorithm design and coding, application implementation</p> <p><b>Client:</b> a US company</p> <p><b>Installer</b></p> <p><b>Short Description:</b> A small light-weight installer application that manages the download and installation process of the main application installers. Implementation of self-recoverable multi-threaded and background download from different sources based on their availability and connection speed.</p> <p><b>Tools and Technologies:</b> OOP, ATL, STL, Patterns, WinInet</p> <p><b>Project Team:</b> 1 project lead + 1 engineer + QA team</p> <p><b>My Role:</b> Light weight installer implementation</p> <p><b>Client:</b> a US company</p>

### June 2005 – September 2010

<b>Company:</b>	Lohika Inc., Lviv, Ukraine
<b>Description:</b>	Provider of IT services
<b>Position:</b>	Middle Software Engineer
<b>Main Projects:</b>	<p><b>IE Plugin</b></p> <p><b>Short Description:</b> IE plug-in development for interaction with Facebook.</p> <p><b>Tools and Technologies:</b> OOP, MFC, COM, STL, Boost C++, Patterns</p> <p><b>Project Team:</b> 3 engineers + QA team</p> <p><b>My Role:</b> Implementation plugin for IE</p> <p><b>Client:</b> a US company. Startup</p> <p><b>Seriosity</b></p> <p><b>Short Description:</b> Software application solving the increasing problem of information overload in corporate email using psychological and economic principles from successful multiplayer online games and market economics.</p> <p><b>Tools and Technologies:</b> OOP, MFC, ATL, COM, MAPI, WinInet API, UML, Outlook Object Model, log4cplus, STL, Crash Mini Memory Dump API, patterns</p> <p><b>Project Team:</b> ~up to 15 engineers including QA team</p> <p><b>My Role:</b> Implementation plugin for Outlook</p> <p><b>Client:</b> a US company. Startup</p> <p><b>Knowmadic</b></p> <p><b>Short Description:</b> MS Excel plug-in for showing real-time data from Web service.</p> <p><b>Tools and Technologies:</b> OOP, MFC, VBA for Excel, COM, patterns</p> <p><b>Project Team:</b> 2 engineers + 1 QA</p> <p><b>My Role:</b> Implementation plugin for Excel</p> <p><b>Client:</b> a US company. Startup</p>

<b>March 2003 – April 2005</b>	
<b>Company:</b>	SoftServe Inc., Lviv, Ukraine
<b>Description:</b>	Major provider of IT services
<b>Position:</b>	Junior Software Engineer
<b>Main Projects:</b>	<p><b>SalesWorks</b></p> <p><b>Short Description:</b> Application for automation of trade processes.</p> <p><b>Tools and Technologies:</b> ADO.CE, XML, OOP, WinCE API, GUI, Crystal Enterprise 9.0, MFC.CE 4.0, MFC6.0, STL</p> <p><b>Project Team:</b> 4 engineers + 1 QA</p> <p><b>My Role:</b> Implementation of mobile application for PocketPC</p> <p><b>Client:</b> a Ukrainian company</p> <p><b>SAME</b></p> <p><b>Short Description:</b> Application for automation of estimation process of used car state.</p> <p><b>Tools and Technologies:</b> ADO.CE, XML, OOP, WinCE API, GUI, Crystal Enterprise 9.0, MFC.CE 4.0, MFC6.0, STL</p> <p><b>Project Team:</b> ~up to 15 engineers including QA team</p> <p><b>My Role:</b> Implementation of mobile application for PocketPC</p> <p><b>Client:</b> a US company</p> <p><b>OST 3.0</b></p> <p><b>Short Description:</b> Application for design and estimate of buildings.</p> <p><b>Tools and Technologies:</b> ADO, XML, COM, GUI, STL, ATL, MFC6.0, OOP</p> <p><b>Project Team:</b> 15 engineers + QA team</p> <p><b>My Role:</b> Implementation of desktop application with MFC</p> <p><b>Client:</b> a US company. Provider of construction automation management (CAM)</p>

## Hobby

Gaming, photography, video making, historical places tourism, nature tourism.

<b>Date:</b>	September 8, 2025
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