

Oleksii 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

Technologies:	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)
Languages:	C/C++ (strong level), SQL (strong level), Solidity (beginner level), C# (average level), Python (average level), SmartPy (beginner level), JavaScript, TypeScript (average level)
RDBMs:	MS SQL server (strong level), MS Access (strong level), PostgreSQL (strong level)
Tools:	MS VC++ (strong level), Eclipse (strong level), MS Office (strong level), MS Visio (strong level)
Operating Systems:	Windows (strong level), Linux Ubuntu (strong level)

Education

2001 – 2002

University:	Lviv Polytechnic National University. Ukraine
Degree:	M.Sc. degree in Automobile Engineering

1996 - 2001

University:	Lviv Polytechnic National University. Ukraine
Degree:	B.Sc. degree in Automobile Engineering

Experience

August 2023 – August 2025

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

May 2023 – August 2023

Company:	NDA. Some Company
Description:	MFC

Position:	Senior Software Engineer
Main Projects:	GUI APP
	Short Description: C++ MFC
	Tools and Technologies: Visual Studio
	Project Team: 2
	My Role: Software engineer
	Client: Ukrainian company

June 2021 – August 2022

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

July 2019 - August 2022

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

April 2018 – March 2019

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

October 2017 – April 2018

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

July 2016 – August 2017

Company:	2k-Group, Kyiv, Ukraine
Description:	Provider of IT services

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

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

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

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

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

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

October 2010 – February 2012	
Company:	Edvantis Software Inc., Lviv, Ukraine
Description:	Provider of IT services
Position:	Middle Software Engineer
Main Projects:	IOS Application
	Short Description: 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.
	Tools and Technologies: Cocoa, X-Code, Objective-C, LinkedIn/Facebook/Twitter APIs
	Project Team: 2 Web developers, 1 iPhone/iPad developer, 1 QA engineer
	My Role: Design and development of iPhone mobile client
	Client: a US company
	(IOS Game)
	Short Description: Small turn-based game.
	Tools and Technologies: IOS, x-Code, Cocos2d, Box2d, SVN
	Project Team: 3 software engineers including designer
	My Role: Design and development of iPhone/iPad mobile client. Algorithm design and coding, application implementation
	Client: a US company
	Installer
	Short Description: 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.
	Tools and Technologies: OOP, ATL, STL, Patterns, WinInet
	Project Team: 1 project lead + 1 engineer + QA team
	My Role: Light weight installer implementation
	Client: a US company

June 2005 – September 2010	
Company:	Lohika Inc., Lviv, Ukraine
Description:	Provider of IT services
Position:	Middle Software Engineer
Main Projects:	IE Plugin
	Short Description: IE plug-in development for interaction with Facebook.
	Tools and Technologies: OOP, MFC, COM, STL, Boost C++, Patterns
	Project Team: 3 engineers + QA team
	My Role: Implementation plugin for IE
	Client: a US company. Startup
	Seriosity
	Short Description: 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.
	Tools and Technologies: OOP, MFC, ATL, COM, MAPI, WinInet API, UML, Outlook Object Model, log4cplus, STL, Crash Mini Memory Dump API, patterns
	Project Team: ~up to 15 engineers including QA team
	My Role: Implementation plugin for Outlook
	Client: a US company. Startup
	Knowmadic
	Short Description: MS Excel plug-in for showing real-time data from Web service.
	Tools and Technologies: OOP, MFC, VBA for Excel, COM, patterns
	Project Team: 2 engineers + 1 QA
	My Role: Implementation plugin for Excel
	Client: a US company. Startup

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

Hobby

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

Date:	September 8, 2025
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