



Ivan Palianytsia

Software Engineer

in the recent years mostly occupied with Java back-end development, though bounded more to fundamental aspects of software engineering, e.g. algorithms, data structures, OO design patterns and principles, rather than to a particular language or technology.

Developed software in various subject areas: media, gaming, e-commerce, real estate; for various audience: customers, internal staff, other developers.

Proficient in Agile software development methods.

// EXPERIENCE

Developer @ SAP Innovation Center

Jan'16 - Present | Potsdam

SAP Cloud for Real Estate - cloud solution that addresses the main needs of corporate real estate managers

- Responsible for RESTful API design and supporting partners using that API, implemented Srping Web MVC code generator for Swagger
- Worked closely with chief architect, decided on many architectural topics (e.g. feature toggles, circuit breaker) and back-end technologies (e.g. Java 8, Spring, Swagger)
- Conducted technical interviews, knowledge sharing sessions, code reviews
- Supported continuous integration: introduced Jenkins pipelines, migrated existing jobs to pipelines
- Implemented application monitoring with Icinga
- Worked on integration with other cloud services

🁣 Java; Spring; HanaDB; Swagger; Groovy; Icinga; SAP Hana Cloud Integration; Chef;

Senior Backend Java Developer @ Visual Meta GmbH Backend Java Developer @ Visual Meta GmbH

Jan'15 – Dec'15 | Berlin Apr'13 – Dec'14 | Berlin

Online shopping portals worldwide under the brands LadenZeile, ShopAlike and UmSóLugar

- Lead development for data import, synchronization and export services, monitoring services and RESTful
 ΔPI
- Supervised team of 3, did code reviews and knowledge sharing sessions, mentored newcomers and conducted technical job interviews
- Focused on scalability, extensibility and performance: moved data services to Hadoop, decoupled API gateway from executors with message broker
- Facilitated code and experience reuse, strived for cleaner design with OO patterns

Java; Spring; MySQL; Hadoop; ActiveMQ; GWT; ElasticSearch; Grafana; JavaFX;

Java Developer @ Playtech

May'12 – Mar'13 | Kyiv

World's largest online gaming and sports betting software supplier

- As a member of Playtech Mobile Core team responsible for core game libraries (e.g. UI components, event model, animation, assets management) used by other teams to build actual games.
- Defined and implemented event propagation model with priority queue.
- Decoupled event model for different environments (e.g. click vs touch) with Abstract Factory pattern.
- Computational geometry

Java; PlayN; GWT; JSNI; HTML5;

Senior Drupal Developer @ FRMWRK

Sep'11 - Apr'12 | Kyiv

Drupal based web projects for various clients in the Netherlands

PHP; MySQL; Drupal 7;

PHP/Drupal Developer @ Berlingske Media

Sep'10 - Sep'11 | Kyiv

Denmark's largest newspaper publishing group: news portals

 Developed new modules for Berlingske multi-site Drupal installation, known to be one of the largest Drupal installations in the world

PHP; MySQL; Drupal 6;

Java Developer @ Vertykal

Apr'09 - Sep'10 | Kyiv

SaaS CRM system for taxi companies: order tracking, optimal route & price calculation, staff payroll calculation, office-driver communication via mobile phone app

Java; MySQL; Hibernate; GWT; J2ME;

//	EXPERIENCE	PHP Developer @) Vertykal		D	ec'07 - Apr'09 Kyiv
,,		Internet service for ordering taxi online: integration with multiple taxi companies, history of orders, price calculation based on trip distance				
		PHP; MySQL;	JavaScript; Ajax; CSS	; HTML;		
//	EDUCATION	National Universi	ty of "Kyiv-Mohyla A	cademy"	S	ep'09 - Jan'12 Kyiv
"		Master, Automated	Systems Software			
		Thesis: Automa	atic determination of w	eb portal nodes importa	nce.	
		Basic informati	on retrieval system for v	web resources with high	quality content.	
		Implements several types of indexes, in particular zoned index with machine learning algorithms that automatically detect the importance score of each zone in document.				
		System uses classical (term-based) and semantic-oriented methods for computing documents' weights required for ranking search results.				
		Source available at https://github.com/palianytsia/information-retrieval .				
			ty of "Kyiv-Mohyla A	cademy"	S	ep'05 - Jun'09 Kyiv
		Bachelor, Computer	⁻ Science			
//	CERTIFICATIONS	Conflict managem	nent @ Thiel & Partne	r		Jan'15
//	CERTIFICATIONS	Algorithms: Desig	n and Analysis, Part 1	. @ Coursera		Jul'12
		Algorithms: Desig	n and Analysis, Part 2	. @ Coursera		Jan'13
		Machine Learning	g @ Coursera			Oct'12
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//	SKILLS	Fundamentals: Algorithms, Data structures, OOP, Design patterns				
		Server side: Java, PHP, SQL, Hadoop, Spring, ORM, Tomcat, Apache				
		Client sorver communication: REST SOAR XML ISON RRC				
		Client-server communication: REST, SOAP, XML, JSON, RPC Continuous Integration: Jenkins, Gradle, Maven, Gitflow, Unit testing				
		e, Maven, Githow, Onit	testing			
//	LANGUAGES	Ukrainian	Russian	English	German	
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//	INTERESTS	Artificial intelliger Football, Martial a Sci-Fi, Traveling, L	arts, Chess			