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📍 Berlin

Ivan Palianytsia

Software Engineer

with a solid background in Java and PHP 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.

Worked in various subject areas: media, games, shopping; and delivered solutions used by different clients: end-users, internal staff, other developers.

Proficient in Agile software development methods.

// NUMBERS

5

Companies that trust
in my capabilities

4

Years of Java
experience

3

Years of PHP
experience

6.5

Years of Computer
Science education

// EXPERIENCE

Senior Backend Java Developer

Jan'15 – Present

Backend Java Developer @ Visual Meta GmbH

Apr'13 – Dec'14 | Berlin

Multiple shopping platforms across Europe under the brands LadenZeile and ShopAlike incorporating products from hundreds of online retailers with the focus on fashion, furniture and lifestyle. The advanced product and similarity search allows users to find the desired products quickly and compare items.

- Responsible for data import/synchronization/export back-end application, which is the base for entire system, and related tools (e.g. mission control).
- Facilitated code and experience reuse by refactoring application to cleaner design with OO patterns.
- Improved scalability and performance by adopting application to Hadoop architecture.
- Lead development of RESTful API used as middleware for integration of third-party software.
- As a senior developer did code reviews and knowledge sharing sessions, mentored newcomers and conducted technical job interviews.

🔧 Java 8; MySQL; Hadoop; REST; ElasticSearch; Scalability; Concurrency; GWT; JavaFX;

Java Developer @ Playtech

May'12 – Mar'13 | Kyiv

Playtech is the 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.

🔧 Java; PlayN; GWT; JSNI; HTML5; iOS; Android; Public API; Computational geometry; UI;

Senior Drupal Developer @ FRMWRK

Sep'11 - Apr'12 | Kyiv

Drupal based web projects for various clients in Netherlands: KPN, AFAB, WSPA, Bruynzeel Kitchens, Clean Hoorcomfort, Sigma Benelux, etc.

🔧 PHP; MySQL; Drupal 7; Apache;

PHP/Drupal Developer @ Berlingske Media

Sep'10 – Sep'11 | Kyiv

Berlingske Media is Denmark's largest newspaper publishing group. Most of Internet services that company offers to its customers are websites reflecting media content from newspapers. The major group of these websites is implemented as a single multi-site Drupal installation, known to be one of the largest Drupal installations in the world.

🔧 PHP; MySQL; Drupal 6; Scrum; Code review; Lab Manager;

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; JUnit; J2ME; GWT; Windows Server;

PHP Developer @ Vertykal

Dec'07 - Apr'09 | Kyiv

Internet service for ordering taxi online in real time: bounded with multiple taxi companies, keeps history of orders, pre-fills data for subsequent orders, calculates price based on distance between source and destination address.

PHP; MySQL; JavaScript; Ajax; CSS; HTML;

// EDUCATION

National University of "Kyiv-Mohyla Academy"

Sep'09 - Jan'12 | Kyiv

Master, Automated Systems Software

Thesis: **Automatic determination of web portal nodes importance.**

Basic information retrieval system for 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/palanytsia/information-retrieval>.

National University of "Kyiv-Mohyla Academy"

Sep'05 - Jun'09 | Kyiv

Bachelor, Computer Science

// CERTIFICATIONS

Conflict management @ Thiel & Partner

Jan'15

Algorithms: Design and Analysis, Part 1 @ Coursera

Jul'12

Algorithms: Design and Analysis, Part 2 @ Coursera

Jan'13

Machine Learning @ Coursera

Oct'12

// SKILLS

Fundamentals: Algorithms, Data structures, OOP, Design patterns

Server side: Java, PHP, SQL, Hadoop, Spring, Hibernate, Tomcat, Apache, Unix

Client side: HTML, CSS, JavaScript, GWT, JavaFX, PlayN, Swing, AJAX, XSLT

Client-server communication: REST, SOAP, XML, JSON, RPC

Continuous Integration: JUnit, PHPUnit, Ant, Maven, Jenkins, Hudson

// LANGUAGES

Ukrainian



Russian



English



German



// INTERESTS

Artificial intelligence, Cryptography

Football, Martial arts, Chess

Sci-Fi, Traveling, Literature