

Artem Polisskyi

About me

Software Engineer, 27 y.o.

education: bachelor of applied mathematics

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Summary of Qualifications

Software engineer with 5.5 years of experience in software development.

Background includes experience as full-stack web developer and embedded solutions developer.

I have understanding of software engineering principles and concepts, OOP/OOD, various algorithms and approaches. I'm aimed on developing robust, scalable and maintainable applications. Self-motivated person with passion to learning new technologies and concepts.

Main skills

Languages/ Technologies	Frameworks	Code quality tools	Build/Deploy- ment	Methodologies	Documentation tools
OOP/OOD	React	Karma	AWS	Scrum	ESDoc
Basic algorithms/Data structures	Redux	Mocha	Docker	Agile	APIDoc
Patterns (GoF, Functional)	Rxjs	Chai	Travis CI	Waterfall	
JavaScript/ES7	Express	Enzyme	NPM	Feature Driven	
HTML5	Mongoose.js	Eslint	Webpack		
CSS3/Less/Sass	Sequelize	Prettier	Babel		
Node.js	Socket.io				
SQL	Bootstrap				
MongoDB	MaterialUI				

Frontend: CRM for Telecom operator

Project description

Bunch of UI components and widgets for CRM

Customer

Spain

Involvement Duration

4 months

Project role

Developer

Responsibilities

Developing UI, Unit testing

Project Team Size

4 team members

Tools & Technologies

React, Redux, redux-saga, MaterialUI, mocha, chai, moment, formik, CRA

Backend: Backup platform reselling integration

Project description

Bunch of microservices integrated to different platforms intended to allow customers purchasing backup services. Project is developed on Typescript/Nodejs/PostgreSQL/React stack with ~90% test coverage. My role was developing microservices and investigating platforms to integrate them in.

Customer

US

Involvement Duration

6 months

Project role

Developer, Teamlead deputy

Responsibilities

Developing microservices, Deploying, Unit testing, integration to the customer system

Project Team Size

7 team members

Tools & Technologies

Nodejs, typescript, express, typeORM, inversifyJS, jest, sinon, mocha, prettier, jwt, passportjs , lodash, postgresql

Backend: Blockchain quiz game

Project description

Online quiz game with video streaming to mobile clients and crypto tokens prize distribution. Microservice architecture. My role was developing microservices for game flow, mostly REST apis.

Customer

US

Involvement Duration

2 months

Project role

Developer

Responsibilities

Developing microservices, Deploying, Unit testing

Project Team Size

4 team members

Tools & Technologies

Nodejs, hapijs, mysql, redis, pusher, rabbitmq, docker, sequelize, jwt, apidoc, mocha, eslint, lodash/fp

Fullstack: Blockchain token exchange platform.

Project description

See: <https://www.orderbook.io>, fully secure platform which helps users to exchange tokens. My role was mostly about developing screens flow, complex widgets and server api refactoring.

Customer

US

Involvement Duration

6 months

Project role

Developer, Teamlead deputy

Responsibilities

Developing screens flow, widgets

Project Team Size

8 team members

Tools & Technologies

React, Redux, nodejs, sequelize, redux-saga, react-router, reselect, recompose, redux-forms, momentjs, ant-design, react-intl, lodash/fp, mocha, chai, webpack, es7

Frontend, open-source: PulseTile React UI framework for health care.

Project description

See: <http://ripple.foundation/> and <http://showcase.ripple.foundation/>, <https://github.com/PulseTile/PulseTile-React/tree/develop>

Bunch of React UI components, visualization widgets for health care system

Customer

European company

Involvement Duration

6 months

Project role

Developer

Responsibilities

Developing React UI framework

Project Team Size

4 team members

Tools & Technologies

React, Redux, Rxjs, react-router, reselect, recompose, redux-forms, momentjs, react-bootstrap, redux-observable, lodash/fp, mocha, chai, webpack, es7

Backend: webapp for searching house repair service providers in Switzerland

Project description

Service which helps customers and service providers find each other. Mostly it's a standard CRUD api but with realtime notifications for users, ability of action cancellation. This project also has a payment system – Stripe.

Customer

Switzerland

Involvement Duration

5 months

Project role

Developer, Teamlead of small backend team

Responsibilities

Developing the app, API, deploying on AWS, unit testing

Project Team Size

5 team members

Tools & Technologies

Nodejs, expressjs, docker, sequelize, postgresql, passportjs, Rxjs, jwt, mocha, lodash/fp, Stripe

Frontend: ddos attack protection project control

Project description

Dashboard for ddos attack protection system, like CloudForge etc. App has realtime communications with server.

Customer

UK

Involvement Duration

10 months

Project role

Developer

Responsibilities

Developing the app, unit testing

Project Team Size

7 team members

Tools & Technologies

React, Rxjs, mocha, enzyme, lodash/fp, recompose

Fullstack: Trading bot for computer game market

Project description

Project allows customer to develop rules for buying preferred items from game market and sell them with income. Project is based on RESTful client-server architecture and provides 24/7 availability. Deployed in docker container on Amazon Beanstalk and on Heroku dyno instances.

Customer

European customer

Involvement Duration

4 months

Project role

Developer

Responsibilities

Developing, Requirements gathering, Product support

Project Team Size

1

Tools & Technologies

MERN stack: MongoDB, Express.js, React/Redux, Node.js, Mongoose.js, Jasmine/Chai, Webpack, Babel, Winston, jwt.io, immutable.js, eslint, pm2, supertest, HTML5, CSS5, Docker, AWS Beanstalk, Heroku.

Backend: Ordering service for dry-cleaner's

Project description

RESTful back-end for mobile app. Provides ordering services for cloth cleaning. App includes management system of clients and orders. App integrated with social networks (facebook) and allows users to easily order the customer services.

Customer

US

Involvement Duration

2 months

Project role

Developer

Responsibilities

Developing, Requirements gathering, Deploying

Project Team Size

3 team members

Tools & Technologies

MongoDB, Express.js, Node.js, Mongoose.js, Jasmine, Travis CI, jwt.io, Winston, Facebook api

Embedded: Firmware encrypting desktop app

Project description

Desktop application for microcontroller firmware DES/3DES/AES encrypting. Includes graphical user interface for adjusting settings and manual results correction. Allows easily integrate app with other customer's company solutions and products.

Customer

Ukrainian company

Involvement Duration

2 months

Project role

Developer

Responsibilities

GUI development, Covering codebase by unit and integration tests

Project Team Size

4 team members

Tools & Technologies

Java, JavaFX, JUnit, Maven, C, Cmake.

Embedded: Bootloader library for encrypted firmware

Project description

Bootloader for Atmel/Microchip microcontroller platforms. Allows sharing encrypted firmware via internet or SD flash card for secure update.

Customer

Ukrainian company

Involvement Duration

3 months

Project role

Developer

Responsibilities

Developing, Requirements gathering

Project Team Size

3 team members

Tools & Technologies

Atmel SDK, Microchip SDK, C, Cmake

Embedded, Frontend: IoT embedded module

Project description

Wi-fi based hardware module with embedded server that allows users to control host device via web-interface. Client-side interface is developed with a flexible architecture and can be easily adjusted for concrete solution. Firmware with mobile-first web-interface allows customer to integrate module in various end-products.

Customer

Ukrainian company

Involvement Duration

4 months

Project role

Developer

Responsibilities

Developing, Requirements gathering

Project Team Size

4 team members

Tools & Technologies

Lua, C, Javascript, HTML, CSS, Bootstrap.

Embedded: USB currency checker, desktop app for adjusting

Project description

Firmware for embeddable currency checker, which can be connected as USB device to linux-based systems. Project includes desktop app for adjusting, firmware updating, browsing work logs. Also project includes custom USB drivers based on open-source libusb library.

Customer

Ukrainian company

Involvement Duration

6 months

Project role

Developer

Responsibilities

Developing, custom USB drivers developing

Project Team Size

4 team members

Tools & Technologies

Atmel SDK, C, Cmake, Assembler, libusb, Java, Java FX, Maven, JUnit.
