Artem Polisskyi

▬▬▬▬ About me

Software Engineer, 27 y.o.

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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/Deployment	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				

Experience

▬▬▬▬ Frontend: IoT access control system

Description   UI for access control system. Allows user to define his house structure, place IoT devices on the house scheme and manage access rights for 3rd party people to his home devices.

Customer	Belgium
Duration	3 months (and continue)
Project role	Developer, Teamlead
Responsibilities	Developing UI, App architecture
Team	5 team members
Tools & Technologies	React, Redux, Rxjs, MaterialUI, Canvas, lodash/fp, final-form, CRA

Frontend: CRM for Telecom operator

Description	Bunch of UI components and widgets for CRM
Customer	Spain
Duration	4 months
Project role	Developer
Responsibilities	Developing UI, Unit testing
Team	4 team members
Tools & Technologies	React, Redux, redux-saga, MaterialUI, mocha, chai, moment, formik, CRA

Backend: Backup platform reselling integration

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
Duration	6 months
Project role	Developer, Teamlead deputy
Responsibilities	Developing microservices, Deploying, Unit testing, integration to the customer system
Team	7 team members
Tools & Technologies	Nodejs, typescript, express, typeORM, inversifyJS, jest, sinon, mocha, prettier, jwt, passportjs , lodash, postresql

Backend: Blockchain quiz game

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
Duration	2 months
Project role	Developer
Responsibilities	Developing microservices, Deploying, Unit testing
Team	4 team members
Tools & Technologies	Nodejs, hapijs, mysql, redis, pusher, rabbitmq, docker, sequelize, jwt, apidoc, mocha, eslint, lodash/fp

Fullstack: Blockchain token exchange platform.

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
Duration	6 months
Project role	Developer, Teamlead deputy
Responsibilities	Developing screens flow, widgets
Team	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.

Description	See: http://ripple.foundation/ and http://showcase.ripple.foundation/, https://github.com/PulseT React/tree/develop Bunch of React UI components, visualization widgets for health care system
Customer	European company
Duration	6 months
Project role	Developer
Responsibilities	Developing React UI framework
Team	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 provider in Switzerland

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
Duration	5 months
Project role	Developer, Teamlead of small backend team
Responsibilities	Developing the app, API, deploying on AWS, unit testing
Team	5 team members
Tools & Technologies	Nodejs, expressjs, docker, sequelize, postresql, passportjs, Rxjs, jwt, mocha, lodash/fp, Stripe

Frontend: ddos attack protection project control

Description	Dashboard for ddos attack protection system, like CloudForge etc. App has realtime communications with server.
Customer	UK
Duration	10 months
Project role	Developer
Responsibilities	Developing the app, unit testing
Team	7 team members
Tools & Technologies	React, Rxjs, mocha, enzyme, lodash/fp, recompose

Fullstack: Trading bot for computer game market

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
Duration	4 months
Project role	Developer
Responsibilities	Developing, Requirements gathering, Product support

Team	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

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
Duration	2 months
Project role	Developer
Responsibilities	Developing, Requirements gathering, Deploying
Team	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

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
Duration	2 months
Project role	Developer
Responsibilities	GUI development, Covering codebase by unit and integration tests
Team	4 team members
Tools & Technologies	Java, JavaFX, JUnit, Maven, C, Cmake.

▬▬▬▬ Embedded: Bootloader library for encrypted firmware

Description	Bootloader for Atmel/Microchip microcontroller platforms. Allows sharing encrypted firmware via internet or SD flash card for secure update.
Customer	Ukrainian company
Duration	3 months

Project role	Developer
Responsibilities	Developing, Requirements gathering
Team	3 team members
Tools & Technologies	Atmel SDK, Microchip SDK, C, Cmake

Embedded, Frontend: IoT embedded module

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
Duration	4 months
Project role	Developer
Responsibilities	Developing, Requirements gathering
Team	4 team members
Tools & Technologies	Lua, C, Javascript, HTML, CSS, Bootstrap.

Embedded: USB currency checker, desktop app for adjustin

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
Duration	6 months
Project role	Developer
Responsibilities	Developing, custom USB drivers developing
Team	4 team members
Tools & Technologies	Atmel SDK, C, Cmake, Assembler, libusb, Java, Java FX, Maven, JUnit.