



# Hey

## I'm Yevhen Prots

### Software Engineer



As a Full Stack Engineer, I specialize in frontend technologies while maintaining versatility across the entire stack. My passion lies in tackling diverse tasks all across the application, from microservices to micro frontends. I embrace every opportunity to expand my skill set, to enhance my understanding and proficiency in all things technology.



## Work Experience

**Full Stack Engineer, Freelance**  
Berlin, Germany | Mar 2024 - present  
Projects under supervision:

1. *Web Application Development* - a web application for a Ukrainian dairy-products importing firm.
2. *AI-Enabled Embeddable E-commerce Widget Development* - an innovative AI-powered widget enabling users to virtually try and fit furniture in their rooms using uploaded images.

Key achievements up-to-date:

- Analyzed customer requirements, facilitating collaboration with external designers to ensure project alignment with client needs.
- Developed and tailored the applications in Qwik and React ensuring optimal performance and user experience.
- Implemented efficient CI/CD pipelines utilizing GitHub Actions and Firebase, enhancing development agility and product reliability.
- Identified inefficiencies in existing hosting solutions, leading to the migration to a more cost-effective alternative, thereby optimizing project resources.

**Full Stack Engineer, Autobahn Security GmbH**

Berlin, Germany | Apr 2022 - present

I contribute to building a cybersecurity B2B SaaS solution for aggregating and prioritizing cyber-security vulnerabilities:

- Picked and supported the development of a CMS solution for handling technical documentation for our customers related to vulnerabilities remediation.
- Implemented and maintained essential components for platform functionality both on FE(micro frontends), and BE(microservices) side.
- Later on, took over managing entire front-end responsibilities for the "Autobahn Fast" - vulnerabilities logging system tester.
- Discovered and removed time-consuming cross-squad dependencies, reducing the development time dramatically.
- Revamped and scaled up an early-stage MVP, enriching its functionality, resolving critical issues, and transitioning it into a robust, production-ready product through close collaboration with cross-functional teams.



## Personal Info

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GitHub 

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## Skills

JavaScript/TypeScript • Python  
C++ • HTML/CSS • Bootstrap  
TailwindCSS • React • Qwik  
Storybook • Redux/Zustand  
Micro Frontends • Vite • Jest  
Puppeteer • TDD • Git • Firebase  
AWS • Docker • Kubernetes  
Jenkins • CI/CD  
Node.js • NestJS • Express.js  
FastAPI • PostgreSQL • MongoDB  
Microservices



## Languages

English  ●●●●● C1

German  ●●●●● C1

Ukrainian  ●●●●● C2

Russian  ●●●●● C2

## Full Stack Engineer, Lorem Ipsum

Barcelona, Spain | Dec 2021 - Apr 2022

I took part in the development of a web application designed to streamline the job-finding process for users. Our platform encompassed CV generation, interview preparation, and application tracking.

Within the team, my responsibilities included:

- Building a Redux management system to handle application state and middleware functionality
- Overhauling up to 70% of the UI components to enhance user experience and optimize performance
- Leading discussions on UX strategies to ensure seamless navigation and engagement
- Researching and implementing ATS and AI functionalities through integration with OpenAI GPT-3 and Sovren ATS APIs.

## Quality Assurance Engineer, Check24 GmbH

Munich, Germany | Apr 2021 - Sep 2021

As a member of the *Insurance team* at a big German comparison portal, my role was:

- end-to-end (E2E) scenarios development using Puppeteer
- ensuring smooth operation of the Jenkins server
- expediting the deployment of new features

As a result, refactored previous test coverage, removing redundant tests and significantly reducing total test pipeline runtime.

## Research Intern, Munich Institute of Robotics and Machine Intelligence @ TUM

Munich, Germany | Aug 2019 - Jul 2020

Assisted in the development of an AI-enabled lab automation project, where I designed a robot finger system in CAD for lab devices/tools usage. Created a proof-of-work concept in C++, and evaluated and analyzed the results of the experiment.



## Education

### Codeworks

Barcelona, Spain | Sep 2021 - Dec 2021

Participated in a high-intensity coding bootcamp, where I had a chance to deepen my software development skills in a variety of front-end and back-end tools.

### Technical University of Munich, B.Sc. Electrical Engineering and Information Technology

Munich, Germany | Sep 2016 - Mar 2021

My education provided me with broad exposure to different areas of engineering disciplines, from circuit design to ML/AI and Robotics.

- During the *Computation Creativity* course, co-developed a NLP-based postcard generator with Python server and Angular client.
- For my bachelor's thesis I worked on a robot automation project, which included picture-recognition CV solution built in Python and OpenCV, and a desktop application built in C++. You can check the project video [here](#).



## Projects

[Caveman Lifting](#) - client and server side workout application

React-based [Minesweeper](#)

*Battleship multiplayer game* in C++