BOGDAN RUDENKO

Backend developer

CONTACT

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LOCATION

Budva, Montenegro

EDUCATION

BACHELOR OF COMPUTER SCIENCE

Moscow Technical University Of Communications And Informatics

2013-2017

SKILLS

TypeScript, Node.js, NestJS,
PostgreSQL, SQLite, Redis,
MongoDB, Minio, TypeORM, NATS,
React, React-Native, Expo, Apollo,
Graphql

LANGUAGES

Russian - Native English - B2 Montenegrin/Serbian - A1

SUMMARY

A passionate web developer with over 7 years experience in creating stable and modern software. Would be glad to share my experience and eager to solve more complex problems and continue to find ways to maximize user efficiency.

WORK EXPERIENCE

TECH LEAD & BACKEND DEVELOPER

Ultragames

2023 - Present

- Designed and developed the backend architecture for Blades of the Void, a mobile MOBA game featuring Web3 assets.
- Architected and implemented a service-oriented infrastructure for Razzle Puzzle, incorporating Redis caching and data exchange through NATS.
- Developed a unified authentication service, along with an image service utilizing MinIO and AWS, with MongoDB and PostgreSQL as the databases.

MIDDLE FULL-STACK DEVELOPER

Astra Healt Tech LLC

2022 - 2023

- Initiated the migration from legacy patterns, such as class-based components in React, to modern hooks.
- Enhanced application performance by reducing unnecessary re-renders.
- Led meetings and actively participated in discussions focused on optimizing app performance.

FRONTEND DEVELOPER

Digitarium LLC

2021 - 2022

- Developed user interfaces from scratch and maintained existing ones, including building a mobile application using React Native and Expo.
- Led meetings and contributed valuable ideas, several of which were successfully implemented.

JAVASCRIPT GAME DEVELOPER

Siberteam (Betsoft LLC)

2019 - 2021

- Developed games using a custom-built JavaScript game engine.
- Created game sprites using Photoshop and After Effects.
- Utilized SVN for version control.

JAVASCRIPT DEVELOPER

Deep 2000 LLC

2017 - 2019

- Developed queue management systems using both jQuery and React.
- Designed user interfaces based on brand guidelines, utilizing Photoshop.
- Used TFS for version control.