

RODION VOLOVIK

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SOFTWARE ENGINEER / TEAM LEAD / TECH LEAD

Senior Python Developer with over 8 years of experience in software engineering, including real-time systems, robotics, and IoT. Skilled in developing complex software architectures, leading technical teams, and building scalable solutions. Extensive experience with Python, C++, ROS, and Qt, with a strong focus on robotics, UAV systems, and automation. Proven track record in designing, implementing, and optimizing high-performance applications, along with excellent leadership and project management skills.

TECHNICAL SKILLS

Programming Languages: Python, C++, C

Frameworks and Libraries: ROS, Qt, PyQt, FastAPI,

Flask, asyncio

Middleware and Protocols: CAN, FlexRay, MQTT,

EXPERIENCE

Tech Lead, Python @ AJAX Systems 2023 — present

■ Led a team of software engineers developing automation systems for devices manufacturing process

WebSockets

Robotics and Control: Path planning, SLAM, sensor fusion, collision avoidance, PX4, Ardupilot, SITL, MAVLink, MAVProxy, Gazebo

Embedded Systems: Real-time data processing, sensor integration

DevOps and CI/CD: Docker, Jenkins, Git, GitHub **Testing and Code Quality:** pytest, unittest, TDD, BDD, static code analysis

Version Control: Git, GitHub, GitLab

Project Management: Agile (Scrum, Kanban), Jira,

Confluence

SOFT SKILLS

Team Leadership and Mentoring
Effective Communication
Problem Solving and Critical Thinking
Project Management and Planning

EDUCATION

Unit Factory (42 Network) @ Programming in C 2016 — 2017

Intensive hands-on training in low-level programming and algorithms

- Built architecture for real-time control and data processing systems using Python and Qt
- Oversaw the release process, technical leadership, and continuous integration

COO / Project Manager @ Vsesvit.io 2023 — present

- Started a startup video production company with a focus on 3d graphics and VFX
- Built internal processes and company roadmap
- Led a communication on a pre-sale stage as well as during the ongoing project

Python Software Engineer / Team Lead, Robotics @ FAB 2020 — 2023

- Developed UAV software using Python and ROS, including path planning and collision detection
- Implemented algorithms for obstacle avoidance using LiDAR and sensor fusion
- Managed a team through project planning, task assignments, code reviews, and testing
- Conducted integration testing and performance optimization for autonomous systems

Software Engineer (C++/Qt) / Deputy Team Lead @ GlobalLogic

2017 - 2020

 Developed software for real-time data visualization and processing over CAN and FlexRay networks





UNIT Factory

Zaporizhzhya national university @ Applied Physics 2010 — 2016

Diploma thesis: The study of the distribution of the temperature field in the surface layers of the metal parts of complex profile under the influence of laser radiation.



Article: DEVELOPMENT OF A THREE-DIMENSIONAL MODEL OF A GAS TURBINE ENGINE COMPRESSOR BLADE PROCESSED BY A CONTINUOUS LASER, page 96

- Implemented efficient data decoding and visualization pipelines for automotive applications
- Progressed from Trainee to Middle Software Engineer, gaining deep expertise in C++ and Qt