OLEXANDRA PRODAN

Software Engineer
San-Francisco, CA

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SUMMARY

I am a software engineer who has many years of experience with designing and building web applications. I love to solve real world problems and aim to write human friendly code.

EXPERIENCE

Gametime United

Software Engineer San Francisco May 2019 - Apr 2020

- Implemented new features in external and internal APIs written in Go, Ruby and Node that helped curation and pricing of tickets for sports and music events.
- Developed new UI components and backend features to help the vendors better manage and analyze their inventory.
- Worked closely with front-end and product teams in order to fulfill all the requirements and specifications.
- Resolved the issues and debugged the legacy code to make it more efficient.

Chronos | https://chronos-project.github.io

Co-Creator Remote Aug 2018 - Jan 2019

- Co-created and deployed an open source event capturing framework for greenfield applications built with Node.js, Apache Kafka.
- Created client side tracker that automatically captures user events and sends event data to the Chronos API endpoint.
- Set up a back-end infrastructure that sends event data to Apache Kafka and writes it to TimescaleDB and PipelineDB databases.
- Isolated Chronos components using Docker containers to facilitate system configuration for a developer.
- Co-authored case study about Chronos implementation (https://chronos-project.github.io/casestudy.html)

SKILLS & LANGUAGES

Back End: Ruby, Go, Node.js, SQL, PostgreSQL, Redis, MongoDB
Front End: JavaScript, HTML/CSS, jQuery
Other: Git, Docker, Apache Kafka, AWS

EDUCATION

Launch School

Software Engineering Remote Dec 2015 - Aug 2018

Harper College

Web Design and Development Chicago, IL Sep 2013 - Apr 2014