

# Shepelenko Mykhailo

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## EDUCATION

### Eötvös Loránd University (ELTE)

*Bachelor in Computer Science*

Budapest, Hungary

Sep. 2022 – July 2025

### OLISP Barsa

*Football Academy/High School*

Sumy, Ukraine

Aug. 2017 – June 2022

## EXPERIENCE

### Software Engineer Intern

*Ericsson*

Feb. 2025 - May 2025

*Budapest, Hungary*

- Developed and maintained frontend solutions for the service, ensuring a well UX and responsive design
- Collaborated with product owners and the backend team to do an efficient project delivery
- Implemented UI solutions for the CodeChecker service into existing codebase

### Head Recruiter

*Elita Work*

Nov. 2022 – Sep. 2023

*Budapest, Hungary*

- Trained and supervised newly employed recruiters
- Sourced and recruited qualified employees for client companies, optimizing the hiring process
- Organized and processed documentation from candidates, maintaining accurate records

### Traffic Arbitrator

*Megainbox*

Jan. 2022 – May 2022

*Remote, Ukraine*

- Managed the delivery of over 3 million emails daily, ensuring maximum deliverability
- Optimized server resource allocation for email traffic
- Analyzed traffic patterns to reduce bounce rates

## PROJECTS

### YPS | *React, TypeScript, Node.js, MongoDB, TailwindCSS, MUI*

April 2025

- Built a customizable productivity dashboard with drag-and-drop widgets and dark/light themes
- Integrated modules for Notes, Calendar, Weather, News, and Chat using real-time data updates
- Implemented user authentication and responsive layout for both desktop and mobile
- Used modular design system with MUI and TailwindCSS for consistent UI components

### Education Portal | *.NET 8, C#, ASP.NET, Entity Framework Core, SQLite, Razor Pages*

August 2025

- Architected a full-stack learning management system with clean N-layer architecture
- Implemented secure user authentication with ASP.NET Core Identity, role-based auth, and data protection
- Developed robust data access layer using Repository and Unit of Work patterns with comprehensive unit testing

### Boombastic (Bomberman 2D) | *Java, Maven*

May 2024

- Developed as a group project (4 people) during university coursework
- Built a 2D multiplayer Bomberman-style game using pure Java
- Implemented core functionalities including multiplayer and competition modes
- Designed interactive gameplay with monsters, power-ups, and curses

## TECHNICAL SKILLS

**Languages/DB:** JavaScript, TypeScript, Java, C#, Python, PHP, C, HTML/CSS, SQL, MongoDB

**Frameworks:** React, Vue.js, .NET, ASP.NET, Entity Framework, Express

**Libraries:** Socket.IO, TailwindCSS, ChakraUI, Bootstrap, DaisyUI, Java Swing, AOS, Formik

**Developer Tools:** Git, Node.js (runtime), Docker, Vercel, NPM, Vite, AWS, Figma, Google Cloud Platform

## CERTIFICATES

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**NIX:** Full-Stack Web Development with C#, .NET, ASP.NET, and Entity Framework

**CISCO:** Big Data & Analytics

## OTHER SKILLS

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**Languages:** English - C1; Russian, Ukrainian - Native; Italian, Hungarian, German - A2

**Driving licence:** AM, B1, B