

# Sviatoslav Vilkovych

Lviv, Ukraine  
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## EXPERIENCE

### **Symphony Solutions, Lviv, Ukraine — C#/C++ Software Engineer**

FEBRUARY 2017 - PRESENT

I was doing full SDLC for multiple REST APIs for a client who is a leading software and consulting company focused on supply chain planning. For the same client, I was doing a maintenance of a huge codebase and developing new features in a monolithic C++ application following Scrum principles.

### **Freelance, Remote — C++ Software Engineer**

JANUARY 2016 - JANUARY 2017

Several projects where I decided to try out my knowledge starting from simple data structure help for a student and ending with development of a OpenGL project that involves computer vision, point cloud manipulation, segmentation algorithms, and pattern matching.

## EDUCATION

### **Lviv Polytechnic National University, Lviv, Ukraine — Bachelor's degree**

SEPTEMBER 2015 - JUNE 2021

I graduated with a diploma in applied mathematics, Institute of Applied Mathematics and Fundamental Sciences. During studies, I had been participating in universities computer science Olympiads, studying basics of Arduino and taking breaks from time to time.

## PROJECTS

### **Archiver — Qt/C++/zlib**

A simple, flexible archive program with UI for managing photo files that I developed for my friend. Chosen technology is rather random, as it was before my commercial experience.

## LANGUAGES

English (B2+), Ukrainian (native)