Taras Yarema

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Education

Universitat de Barcelona — Barcelona
BS Mathematics — 2015 - 2021

Universitat Oberta de Catalunya — Barcelona
BS Economics — 2018 -

Experience

Capchase — Barcelona
Backend Engineer — Nov 2020 - Present

- Go lang development in a event-driven infrastructure.

Premiumguest S.L. — Barcelona
Software engineer — Dec 2019 - Nov 2020

- PHP and MySQL development and maintenance.
- Work with AWS (Lambda, RDS, Eventbridge).

Partyadvisor — Barcelona
Lead Backend Developer and Sysadmin — Feb 2019 - Dec 2019

- Django API development and MySQL databases maintenance.

HackUPC — Barcelona
Organizer and The Game developer — Feb 2019 - Oct 2019

- Help organize a hackathon with more than 700 attendees. Also developed a 24h based coding challenge using Django, MySQL and C++.

Skills

Technologies:	Python, GoLang, MySQL, Mongo, Mathematica, Node, Django, Bash, Git, C/C++
Languages:	Spanish, Catalan, English, Ukranian, Russian

Awards

2nd place at HackUPC 2016 — HackUPC
Developed a game that projects n-dimensional shapes into the screen and uses mathematical algorithms to make an up to a 5-dimensional version of the game. It was built entirely with plain Javascript and WebGL. — Feb 2016

Finalist at HackUPC Fall 2017 — HackUPC
Our main idea was to create something that could compute all the possible possibilities of a rgba 128x95 image. In this case there are 256^(4*128*95) different possible images. We used plain Javascript, canvas, and PHP to store the inputted images. — Oct 2017

Best Game at HackUPC 2018 — HackUPC
Build a 3D platform game that uses temporal logic to pass the created levels. To pass a level you need to travel to the past so you can change the topology of the level to a certain needed state in the original present timeline. We used were plain Javascript for the engine, THREE.js for visuals, Node.js and Heroku. — Oct 2018

Honorable mention at JacobsHack! 2018 — Skyscanner
I build a 3D game that consists of traveling around the world using the Skyscanner flights with the goal of predicting the cheapest flight in every turn. — Nov 2018

Finalist at CopenHacks 2019 — Microsoft
MazeChain is a collaboration multiplayer game where you and your n-1 friends have to find the goal in an n-dimensional maze. Each player can move the main player (which everyone shares) only in two dimensions of the projection plane of the player position in the n-dimensional cube. That's why every time that someone moves in the direction of any two-dimensional plane, yours can be changed completely. — Apr 2019