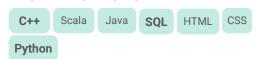
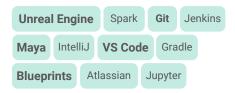
NA LAVRENCHUK



Programming Languages



Engines / Tools



Cloud / OS



Soft Skills





Unreal Engine 5 C++ Developer	2023
Maya for Beginners	2023



T.R.O.Y. 2024 itch.io/TBA

Documentation: TBA

• Role: Sole developer

(C++, Unreal) 3D game focused on the traversal mechanic.

Archer 2024

itch.io/TBA

Documentation: TBA

• Role: Sole developer

(C++, Unreal) 3D game focused on implementing a melee weapon mechanic.

Game Jam 2023

itch.io/TBA

Documentation: TBA

• Role: Developer, 3-person team

(C++, Unreal) 2D office-sim on the theme "Monster" with a focus on 2D development and a quest system.



PROFILE

A driven data engineer with 4+ years of professional experience and a diverse skillset. Looking to leverage my background in Scala and software development with the knowledge gained on personal projects using C++, Unreal Engine and Maya to contribute to a vibrant team as an Associate Game Designer.

WORK EXPERIENCE

Quantexa

London, UK Sep 2019 - Mar 2024

Senior Data Engineer Overview

- Design and implement performant big data ETL pipelines in Scala for fin-crime detection platforms using SQL, and Apache Spark
- UI development using TypeScript and HTML
- Working with client and in-house teams ranging from 6-30+ developers.

Project Highlights

SaaS Banking [Internal] Oct 2023 - Mar 2024

- Managed technical aspects of the project as a second-in-command, by: performing code reviews, setting up integration testing and leading testing for quality control and identifying potential bugs and/or defects alongside with the client, up-skilling junior team members
- Owned a key data ingestion pipeline, making key design decisions and overseeing the implementation
- Integrated the solution with the existing cloud platform (GCP)

ING [Client] Jun 2022 - Apr 2023

· Worked on product bug fixes

FPS Finance Belgium [Client] Feb 2022 - Jun 2022

• Focus on **upskilling** client developers

HSBC [Client] Feb 2020 - Feb 2022

- · Worked on improving stability and scalability of the established ETL solution, e.g. implementing a blue-green deployment, and dynamically scaling the number of Spring apps
- Led and delegated a major product upgrade
- Managed CICD pipelines in Jenkins, monitored MySQL DBs and Hadoop data warehouses, and worked extensively with Linux in Bash

Additional responsibilities

- Interviewing
- Organising training for junior engineers within the Delivery department and interdepartment knowledge sharing

EDUCATION

University of Surrey

BSc Computer Science

Sep 2016 - Jul 2019

- 1st Class Honours
- Awards: The Gold-i Prize for best computing performance on the Level 5 module, Advanced Object-oriented programming using C++.