

ANA LAVRECHUK

★ SKILLS

Programming Languages

C++ Scala Java SQL HTML CSS
Python

Engines / Tools

Unreal Engine Spark Git Jenkins
Maya IntelliJ VS Code Gradle
Blueprints Atlassian Jupyter

Cloud / OS

GCP Linux

Soft Skills

Interviewing Teamwork Presenting
1:1s Mentorship Agile Scrum

✍ COURSES

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

💻 PROJECTS

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
Senior Data Engineer Sep 2019 - Mar 2024

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 CI/CD 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 inter-department 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++**.