

Yehor Shapanov

PERSONAL DATA

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Current Location: Ukraine, Kyiv

Visa status: n

Valid Passport: y



Summary of Qualifications

After 10 years of software development and architecture building, I'm helping my customers build modern solutions that meet their unique business needs. My latest project, where high-load large farm management systems are built on top of React, Node, Kubernetes, ElasticSearch, hosted on AWS, configured with Terraform.

For the last year and a half, my passion was Go programming language, DevOps, and building backend infrastructure for high-load projects.

I have a solid understanding and knowledge of object-oriented approach, software engineering principles, and concepts. I have experience in leading projects, communicating with clients, and strong experience in OOA/OOD/OOP and design patterns.

I have taken part in the full life cycle of software development, including application design from scratch, memory leaks and performance analysis and improvements, code refactoring and optimization, requirement analysis and elaboration, and usage and development of design patterns.

I have a big passion for mathematics and low-level system designs. I have a logical and methodical approach to achieving tasks and objectives. I write reliable and dependable code – have high personal standards for my work and attention to detail.

My responsibilities were software leading, development, architectural design, system development, consulting, and training activities.

I am experienced in Agile methodology. Have vast knowledge in SCRUM.

I am training to become an AWS Certified Solutions Architect.

Skills

Programming Languages/ Technologies
Software Architecture Design/
UML/Design Patterns
OOP&OOA&OOD
Docker, Ansible, Terraform, Kubernetes
Cryptography
Networking/Multi-Threading
Objective-C/C++/Swift/C/JavaScript/Python/Go
Functional programming

Frameworks

Apple Cocoa and Cocoa Touch
CoreData, CloudKit, CoreFoundation
CoreImage, CoreGraphics,
CoreLocation
NotificationCenter, PassKit
QuartzCore
Security framework
JUnit,
Development Tools

	<p>Assembler/XNU/System programming /HTML/CSS/ Methodologies Agile, SCRUM, XP Pair Programming Test Driven Waterfall</p>	<p>XCode 6 Eclipse PyCharm Testing Tools Cucumber Frank Facebook Airlock</p>
	<p>Operating Systems MacOSX Microsoft Windows 95/ 98/ 2000/ XP/ 2003 Server/ Vista FreeBSD/OpenBSD Ubuntu Linux Debian Linux</p>	<p>Hardware Network technologies Databases PostgreSQL MongoDB DynamoDB CoackroachDB Elastic Search</p>
Experience		EvoPlay Golang Team Lead February 2020 – Now
Role Description:	<p>As a Golang Team Lead at EvoPlay, I spearheaded the development and integration of high-load, performance-optimized solutions into the company's technology stack, focusing on blockchain technology, particularly the Telegram Open Network (TON). My role involved deep dives into C++ development to achieve middle to advanced-level efficiencies and innovations.</p>	
Tools & Technologies:	<p>Lead the integration of TON blockchain technology, utilizing my expertise in Solidity for smart contract development.</p> <ul style="list-style-type: none"> - Implemented robust, scalable, and high-performance systems by leveraging advanced C++ programming techniques. - Designed and maintained high-load systems, ensuring optimal performance through meticulous optimization efforts. - Developed TCP/IP-based networking solutions to enhance system integrations and communications within the TON ecosystem. - Managed a large GCE cluster with over 200 microservices, ensuring scalable, performant, and fault-tolerant delivery. - Oversaw peer management within the blockchain network, fostering efficient and secure transactions and interactions. - Utilized Golang, Kubernetes, Helm, Prometheus, RabbitMQ, Jaeger, and Pyroscope in various aspects of blockchain integration and infrastructure development. 	
Firebolt.io Senior DevOps Engineer August 2020 – January 2022		
Role Description:	<p>Responsible for Cloud Architecture and the delivery process for a huge Data Warehouse startup. Snowflake main competitor.</p>	
Tools & Technologies:	<p>Kubernetes, Helm, Prometheus, Grafana, Loki, Thanos, Clickhouse, Cockroach DB, Foundation DB, PackDB, Amazon Web Services.</p>	

	Working on my own project: Dialog System (alike Facebook BlenderBot), May 2020 – August 2020
Role Description:	Building the SoA seq2seq model. Training on AWS GPUs. Encoder-Decoder- Attention architecture with custom-tuned hyperparams.
Tools & Technologies:	Tensorflow. N-grams. LSTM. CUDA. Nltk. RNN. DSSM. Data-driven statistical and machine learning methods; numpy, pandas.
	Working on the backend for the Biltrade startup, May 2020 – August 2020
Role Description:	Building a high-performance backend in Go for an HFT startup. Extending Kubernetes to service HPC workloads seamlessly while retaining scalability and interfaces familiar to HPC users.
Tools & Technologies:	Golang, Kubernetes, Terraform, Ansible, AWS
	Amazon. Ring February 2020 – May 2020
Role Description: Tools & Technologies:	Senior iOS Developer. Working on Rings Core App. Swift, RxSwift, Reactive Cocoa
	Syngenta. Intellias December 2018 – February 2020
Role Description:	Started working as a Team Lead for a newly created Lab by Syngenta. Global leader in genetics and one of Ukraine's biggest companies. Was creating a team from scratch, augmenting it, hiring developers, and setting up new projects inside the Lab. Working with customers, leading architectural discussions, code review, and development. Mostly, we chose React and Node, but also delivered products in Go and Python. DevOps/DevSys role. Moving the existing project from Fargate to EKS. Setting up Kubernetes for automation, deployment, and agile methodologies for software integration and deployment. Setting up Kubernetes to manage an application's scale and resiliency based on metrics Delivery/Leadership role. Tech lead position for numerous projects inside Syngenta Digital Lab. Creating Product Delivery pipelines. Unifying processes and tools. Preparing presales and workshops with new customer. Team mentoring and teaching.
	React, Golang, NodeJS, Angular, Webpack, gRPC, WebRTC, WebSockets, Docker, Kubernetes, Golang
	Digital experience and solutions. Epam December 2017 – December 2018

Role Description: <p>Started as one of the first team members of Mobile Solutions group in Kyiv Epam office. Was leading mobile teams both React-Native and iOS/Android on numerous projects for Epam customers. Working with customer specifications and requirements.</p> <p>Relocated to Los Angeles, CA to work onsite for Ticketmaster project as a React.js dev.</p> <p>Delivery/Leadership role.</p> <p>Leading mobile experience for all incoming Epam projects.</p> <p>Creating Product Delivery pipelines.</p> <p>Unifying processes and tools.</p> <p>Preparing presales and workshops with new customer.</p> <p>Team mentoring and teaching.</p> Tools & Technologies: <p>React, React-Native, Webpack, Node, iOS, Android.</p>	
	Class.me project. Acceptic May 2017 – December 2017
Project Description: <p>Learning app for international customer</p> Project Role: <p>Senior iOS developer</p> <p>Tools & Technologies:</p> <ul style="list-style-type: none"> ▪ Reactive Swift, Firebase ▪ Swift. ▪ Jira, Bitbucket. 	
	Evoja project. Swisscom November 2015 – May 2017
Project Description: <p>Banking app for managers to present clients with whole range of available products. Working on both mobile and admin page part.</p> <p>Customer: Project Role: Tools & Technologies:</p> <p>Variety of Swiss banks, most notable SZKB and Migros.</p> <p>Senior iOS developer, Front-End developer.</p> <ul style="list-style-type: none"> ▪ AngularJS, ExpressJS, Node, Python. ▪ Swift, Objective-C. ▪ Jira, Stash. 	
	Mass-market Betting Application. BetBull December 2014 – October 2015
Project Description: <p>Project intended to revolutionise betting industry.</p> <p>Tools & Technologies:</p> <ul style="list-style-type: none"> ▪ Objective-C. ▪ NodeJS ▪ Jira, Stash. 	
	Mass-market Entertainment Application. Yandex July 2014 – December 2014 (6 months)
Project Description: <p>Large project intended to integrate services of an acquired company into ecosystem of my customer. Building application from scratch, choosing core technologies, processes and being involved in designing REST-backend APIs.</p> <p>Customer:</p> <ul style="list-style-type: none"> ▪ International company. ▪ 5 month. <p>Duration:</p> <p>Project Role:</p> <p>Responsibilities:</p> <p>Project Team Size:</p> <p>Tools & Technologies:</p>	

	Sports-tracker Application. Ciklum October 2012 – July 2014 (1 year 10 months)
Project Description:	Building from scratch, architecture planning, involvement in critical business decisions and giving proper UI/UX feedback, as well as Apple HIG compatibility.
Customer:	Swiss company.
Involvement Duration:	1 year 10 month.
Project Role:	Senior iOS developer.
Responsibilities:	<ul style="list-style-type: none"> ▪ business decision-making ▪ negotiating and mediating ▪ design validating
Project Team Size:	10-12 team members.
Tools & Technologies:	Objective-C, XCode, Hudson, RedMine
	B2B Publishing Application. Luxoft January 2011 – October 2012 (1 year 10 months)
Project Description:	Refactoring and maintaining huge codebase written for years, by more than 10 different companies. Building new features, working with customers. At some point was the only developer supporting Mac OS X and iOS targets.
Customer:	USA/Canadian company.
Involvement Duration:	1 year 10 month.
Project Role:	Senior iOS/MacOS developer.
Responsibilities:	<ul style="list-style-type: none"> ▪ Supporting, refactoring, extending huge codebase. ▪ Working with directly with customers.
Project Team Size:	25-30 team members.
Tools & Technologies:	Objective-C, XCode, C++, Cryptography, Hudson, Jira.
	Working for Internal Department. Ciklum May 2010 – January 2011 (9 months)
Project Description:	Working on a number of various projects in pipeline-like fashion. Challenging and exhausting work, highly stress environment but at the same time, great experience and a chance to work on a number different technologies as well as get familiar with number of different codebases.
Customer:	Danish company.
Involvement Duration:	9 month.
Project Role:	iOS/MacOS developer.
Responsibilities:	<ul style="list-style-type: none"> ▪ Moving quickly and producing maintainable and reliable code. ▪ Quickly iterating over ideas, working directly with clients and designers.
Project Team Size:	~150 team members.
Tools & Technologies:	XCode, Objective-C, Python, Cryptography, C++, Java.

	Governmental Design-Bureau. Ministry of Defence May 2008 – May 2010 (2 years 1 month)
Project Description:	Engineering for military-sector design bureau. Creating electronics and firmware for it.
Customer:	Ukrainian D.O.D.
Involvement Duration:	2 years 1 month.
Project Role:	Electrical Engineer
Responsibilities:	<ul style="list-style-type: none"> ▪ Designing electronics. ▪ Writing/testing firmware for it.
Project Team Size:	~300 engineers.
Tools & Technologies:	C, C++, Crypto, Electrical schemes, soldering.
Education	<p>Master Physics. Graduated in 2011. National University of Ukraine. Nanoelectronics.</p> <p>Yandex Data School. Enrolled in 2014. Finished one semester.</p> <p>Projector Algorithms. http://prjctr.com.ua/algorithms-pro.html</p>
Certifications	<ul style="list-style-type: none"> ▪ Coursera - Functional programming principles in Scala. ▪ With distinction.2013. 
Hobbies	<p>Extremely keen on sports, especially tennis and motorsports. Biggest Nole and Vettel fan.</p> <p>Prefer to spend my free time playing with my friends or visiting race track or gym.</p> <p>Also books, movies and anime.</p> <p>Programming of course, do spend some time participating in open source community.</p>
Languages	Ukrainian, Russian - native English - advanced.