

# VOLODYMYR TEREBUS

tvolodimir@gmail.com – +380632276019 – Kyiv, Ukraine –  
<https://www.linkedin.com/in/tvolodimir>

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## ABOUT

### Senior Software Engineer

I like very TS, JS, C# languages, and I am skilled in Software, Web and Game Development. I have an education in CS, mathematics, and physics. Sure, I have participated in all stages of the software development life cycle. I have led the design, development, and deployment of many projects. I have experience both with frontend and backend. Also, I worked with distributed teams and managers.

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## EDUCATION

### Taras Shevchenko National University of Kyiv

MS Faculty of Computer Science and Cybernetics

Sep 2004 – Jun 2010

Kyiv, Ukraine

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## SKILLS

- Languages: English - intermediate, Ukrainian - native
- Domains: Software Development, Web Development, Game Development
- General skills: OOP/OOD/S.O.L.I.D principles, Software design/architecture patterns, Git Flow, CI/CD, UML
- JavaScript and libraries: ES5, ES6,..., ES2019, TypeScript, Node.JS, AngularJS, React, Angular, PixiJS, Firebase, Electron, RxJS, MobX, Redux, Immer
- Web technologies and APIs: HTTP, OAuth, CORS, HTML, CSS, SASS, PostCSS, PWA, HTTP caching, Responsive design, Adaptive design, CSSOM, Canvas API, DOM, IndexedDB, Web Animations, Web Audio API, Web Workers, WebGL, WebSocket API
- Tools: Git, SVN, Jira, Postman, TeamCity, Jenkins, Fiddler2, Visual Studio, Visual Studio Code, Webstorm
- Web tools: Grunt, Gulp.js, rollup.js, Webpack, npm, pnpm, lint-staged, TSLint, Prettier
- .NET: C#, ASP.NET (WebForm, WebAPI), MSSQL, WCF, WinForms, ADO.NET, Entity Framework, XNA, T-SQL
- Unity: cross platform development, publishing to stores, debugging and optimizing, writing native plugins and editor extensions
- Personal skills: Critical Thinking, Problem-Solving, Attention to Detail, Responsibility, Team leading
- Responsibilities: requirements gathering, software designing, tech stack researching, code-reviewing, mentoring, interviewing candidates

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## WORK EXPERIENCE

### Digicode (iSoftBet)

Senior Software Engineer

Jun 2017 – Present

Kyiv, Ukraine

- have a leading role with responsibilities of application architect/tech lead
- build a pluggable, extensible, multiplatform standalone application with its own framework implementation
- work with Electron, ts, react, angular, monorepo

- reviewing PR from the dev team
- am in charge of requirement gathering, research and design phases

## Digicode

Front-end practice lead

Feb 2018 – Sep 2019

Kyiv, Ukraine

- was in charge of all the web outsourcing teams
- was interviewing the candidates for the company
- was reviewing PR from the web teams
- did mentoring
- was creating and implementing best practices/processes into web development life cycle
- was writing tech articles

## Digicode

Unity Developer

Jun 2015 – Jun 2017

Kyiv, Ukraine

- have developed bunch of games for mobile platforms
- was in charge of initializing projects from scratch
- took participation in deployment into production, maintenance
- was working in teams with 2-5 dev

## Digicode

Front-end Developer

Apr 2015 – Jun 2017

Kyiv, Ukraine

- have developed and was supporting html games for mobile, desktop and facebook
- was working in teams of 2-4 dev
- worked with various web frameworks, Vanilla JS, web APIs and tools, Node.js
- have developed a serverless supporting system for websites and back office for operators over Firebase

## Digicode

.NET Developer

Sep 2012 – Apr 2015

Kyiv, Ukraine

- was designing, developing and maintaining projects built on .NET ecosystem (ASP.NET, ASP WebForm, Windows services, MSSQL)
- was involved into back-end and front-end development

## UMG

.NET developer

Sep 2010 – Sep 2012

Kyiv, Ukraine

- was developing and supporting bunch of applications for marketing research
- worked with C#, MSSQL, WinForms, .Net Remoting, SIP, IL, MS Office, HTML, CSS, JS, ASP.NET
- worked in team of 3 dev