

VERONIKA BASSAK

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EDUCATION

Master of Science in Computer Science, University of Bath 2023 - 2024

Dissertation: Advanced Pathfinding with D* Lite: Optimising Micromouse Maze Navigation

Apprenticeship, 01 Founders, London, UK Jun 2022 – Sep 2023

Apprenticeship focused on developing real-world software skills through hands-on projects. Collaborated with peers in a peer-to-peer learning environment, contributing to and leading various development projects, and gaining proficiency in algorithms, data structures, and full-stack development.

Bachelor of Arts in Germanic Philology, Kyiv National Linguistics University 2013 - 2017

Specialised in German and English linguistics and literature, with a focus on translation and philological studies.

SKILLS

Programming Languages	Python, Java, Golang, JavaScript, C
Web Development	HTML, CSS, JavaScript, React
Database Management	SQL, MySQL, PostgreSQL
Version Control	Git, GitHub
Software Development Practices	Object-Oriented Programming (OOP), Agile Methodologies, Unit Testing
Data Analysis	Pandas, NumPy
Operating Systems	Linux, Windows
Other Tools	Jupyter Notebooks, Visual Studio Code
Research Skills	Conducting Research, Writing Scientific Reports, Literature Review

EXPERIENCE

Software Developer (Contract) Mar 2025 – Present

Early-Stage Startup (Stealth Mode) *United Kingdom*

- Collaborating directly with the technical co-founder on building a web platform for digital art trading (including NFTs).
- Tackling tasks from the team backlog and participating in feature planning and prioritization.
- Working across the full stack with a focus on backend development and API integration.
- Participating in agile product development: reviewing tasks, pulling changes, and presenting implementations in regular calls.
- Proactively identifying and resolving UI/UX issues and improving system messages based on user flows.

Fraud Risk/Dispute Resolution Manager Jan 2020 – Apr 2022

Develux *Kyiv, Ukraine*

- Analyzed transactional data to detect and prevent fraudulent activities by identifying anomalies and unusual patterns (suspicious transaction patterns, location-based analysis, unusual deposit amounts, frequency, etc.).
- Collaborated closely with developers, contributing to the development of fraud detection algorithms and integrating fraud prevention tools into the company's CRM system.
- Designed and implemented a chargeback resolution scheme, reducing fraud impact, and trained two team members on dispute management and evidence collection for chargebacks.
- Generated monthly statistical reports evaluating the overall impact of fraud on company operations and helped optimize fraud detection protocols.

Customer Care Professional

Uvoteam

Sep 2018 – Sep 2019

Kyiv, Ukraine

- Assisted clients via phone, email, and chat, resolving product and service-related issues efficiently.
- Collaborated with various departments to ensure the quality of products and services met customer expectations.
- Helped to improve customer satisfaction through continuous feedback and problem-solving initiatives.

Customer Care Agent/Sales Agent in Quality Assurance Team

Wentrum

Feb 2017 – Aug 2018

Kyiv, Ukraine

- Assisted clients over phone and chat, resolving product and service inquiries, and negotiating product prices.
- Monitored risk management activities and handled document authorization (credit cards, identification documents, bank statements, etc.).
- Contributed to team KPIs by meeting sales targets and leading team-building activities to improve overall performance.

PROJECTS

Web Forum Project: Developed a web forum that facilitates communication among users. Features include user authentication, categorized posts, and the ability to like/dislike posts and comments. The project is implemented using SQLite for data management and Docker for deployment. ([Link to Repo here](#))

Serious Game: Collaborated in a team to develop an educational detective quest game using Godot Engine. Created detailed Agile documentation (120 pages) and contributed to game development, including storyline design and object placement. ([Link to Repo here](#))

Sudoku Solver: Developed a Python-based Sudoku solver using Constraint Propagation and Optimised Backtracking techniques. Implemented heuristics such as Minimum Remaining Value (MRV) and Least Constraining Value (LCV) to efficiently solve complex puzzles in under one second. ([Link to Repo here](#))

woRdLe: Created a reinforcement learning agent to solve the Wordle game, utilising NumPy, PyTorch, Pygame, and Gymnasium. The project allows users to customise various settings of the Wordle environment and implements a flexible action control scheme for the agent. ([Link to Repo here](#))

Micromouse Maze Solver (Dissertation): Implemented the D* Lite algorithm to navigate dynamic mazes in a Micromouse simulator, enabling efficient real-time replanning and comparison with traditional Flood Fill algorithms. Demonstrated scalability on 16x16 and 32x32 mazes. ([Link to Repo here](#))