

# VERONIKA BASSAK

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## PROFILE

Junior software developer (MSc Computer Science, University of Bath, 2024) with hands-on experience building web platforms (React/Next.js/Node, APIs, UX polish) at an early-stage startup. Strong algorithms background from dissertation research on D\* Lite pathfinding for Micromouse, plus prior data-driven fraud risk work. Pragmatic, fast-learning, and comfortable owning tasks end-to-end in small teams.

## WORK EXPERIENCE

### Software Developer (Contract)

Mar 2025 – Present

Early-Stage Startup (Stealth Mode)

*United Kingdom*

- Built and refined features for a digital art trading platform, working across the stack with a focus on backend integrations and clean UI/UX.
- Collaborated directly with a technical co-founder on prioritisation, task breakdown, and iterative delivery.
- Improved system messages and user flows; participated in regular reviews and demos.

### Fraud Risk / Dispute Resolution Manager

Jan 2020 – Apr 2022

Develux

*Kyiv, Ukraine*

- Analyzed transactional patterns to detect anomalies and reduce fraud exposure.
- Partnered with developers to enhance fraud tooling and CRM integrations.
- Designed a chargeback resolution process and trained two team members.
- Produced monthly impact reports to guide protocol improvements.

### Customer Care Professional

Sep 2018 – Sep 2019

Uvoteam

*Kyiv, Ukraine*

- Resolved client issues via phone, email, and chat; coordinated cross-functionally on quality improvements.

### Customer Care / Sales (QA Team)

Feb 2017 – Aug 2018

Wentrum

*Kyiv, Ukraine*

- Supported clients, handled document checks, and contributed to sales KPIs.

## 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

Project-based training in algorithms, data structures, and full-stack development within a peer-learning model.

**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.

## PERSONAL PROJECTS

**Micromouse Maze Solver (Dissertation):** Implemented D\* Lite for dynamic replanning in a Micromouse simulator; compared against Flood Fill on 16x16 and 32x32 mazes. ([Repo](#))

**Sudoku Solver:** Python solver using Constraint Propagation with MRV/LCV heuristics and optimised backtracking; solves hard puzzles in under a second. ([Repo](#))

**woRdLe (RL):** Reinforcement learning agent for Wordle using NumPy, PyTorch, Gymnasium, and Pygame; configurable environment and action schemes. ([Repo](#))

**Web Forum:** Full-stack forum with auth, categories, and reactions; SQLite for data; Dockerised for deployment. ([Repo](#))

**Serious Game:** Team-built educational detective quest in Godot with 120 pages of Agile documentation; contributed to design and object placement. ([Repo](#))

## TECHNICAL SKILLS

<b>Programming</b>	Python, Java, Go, JavaScript, C
<b>Web</b>	HTML, CSS, JavaScript, React
<b>Databases</b>	SQL, MySQL, PostgreSQL
<b>Version Control</b>	Git, GitHub
<b>Practices</b>	OOP, Agile, Unit Testing
<b>Data</b>	Pandas, NumPy
<b>OS</b>	Linux, Windows
<b>Tooling</b>	VS Code, Jupyter
<b>Research</b>	Literature review, academic writing