

VIKTOR KOSHOVYI

unreal engine developer

CONTACT

 @koshVpaul

 vpaul.play@gmail.com

 Ukraine, Cherkasy

 kosh.top

 [linkedin.com/in/victorkosh](https://www.linkedin.com/in/victorkosh)

SKILLS

- UE5, c++
- TDD, junit tests
- CI/CD gitlab, github actions, DOCKER
- java, spring boot, hibernate, mockito
- GCP, AWS, Firebase
- SQL, noSQL, mySQL, Postgress, MongoDB, DynamoDB, Firestore
- maven, sbt, gradle, npm
- native android
- angular, nodejs, jest, sinon
- SonarQube, OWASP
- stripe, paypal, google pay, apple pay

LANGUAGES

- English (advanced)
- Ukrainian (native)
- Spanish (beginner)

HOBBIES

- 3d printing
- Volunteering
- Game development
- Handmade

PROFILE

I have 15 years of commercial experience in software development and 7 of them with java/scala.

My **strong side** is writing code covered with tests, and automate its stability check with CI/CD

WORK EXPERIENCE

Remote **Self employed**

oct 2021 - Present

java/typescript backend, flutter(cross-platform)

Remote **Epam**

feb 2021 - sep 2021 8 month

java backend

Ukraine **eKreative**

aug 2013 - dev 2020 7.3 years

java/scala backend, native android, angular

Spain **friend2friend**

feb 2012 - aug 2013 1.6 years

java backend

(Performance review <https://rb.gy/3rzdhi>)

Ukraine **Visual-Craft**

sep 2009 - feb 2012 2.5 years

PHP backend

EDUCATION

Self education

2016 - 2023

Udemy and other learning platforms

System Development

2002 - 2006

Polytechnical Technical School

Computer science

2006 - 2009

National University

UNREAL ENGINE SKILLS

Game developement was my hobby for last 5 years. Being backend developer, I started learning ue4 from networking perspective, how multiplayer works, how online subsystem works, network roles. Step by step I learned general framework, animation manipulations, how communication between objects on the scene and player happened. Thanks to my rich coding experience, I learn c++ pretty fast, and focused more on high framework functionality.

SKILLS

- c++, blueprints scripting
- OOP
- unit tests, functional tests
- Working with materials, manipulation in runtime
- Animations,
 - Manipulation in runtime
 - Retargeting
 - Blend spaces
- HUD
- Networking,
 - Data replication
 - Online subsystems
 - Server-client architecture
- 3d math
- AI
 - Behavior tree, blackboard
 - Custome services and tasks
 - Pathfinding

MORE DETAILS

I started my career as a backend developer, so I have the most experience in this field. I love tests, worked tightly with my team I was eager to help them with test coverage, that is why I eventually learn frontend and mobile development.

RESPONSIBILITIES

- Writing high quality bullet proof code covered with tests
- Automation of testing, building, signing deployment and releasing software with CI/CD
- Designing and implementing solutions from scratch
- Extending, scaling existing products.
- Debugging, refactoring and covering with tests existing products
- Migrating legacy code to new infrastructure, or microservice architecture
- DB migration and validating data consistency
- Cross-platform integration
- Code reviewing
- Mentoring developers and automation QAs
- Direct communication with clients
- Sprint planning, preparing technical tasks and requirements
- Tight cooperation with developers of all platform for understanding bigger picture
- Developing software with security in mind
- Following SOLID principals

HARD BACKEND SKILLS

- java, scala
- Spring Boot, Play Framework
- Serverless, microservices
- postgres, mySQL, MongoDB, dynamoDB, firestore
- junit, mockito, scalatest
- maven, gradle, sbt
- GCP
 - bigQuery, cloud run, cloud storage, cloud function, cloud SQL, cloud PUB/SUB
- AWS
 - ec2, s3, rds, lambda, vpc, iam, cloudFront, route53, ecs, sns, sqs, cloudWatch
- Docker, CI/CD
- RDBMS, JDBC

HARD FRONTEND SKILLS

- unit tests, UI tests
- typescript, angular
- native android, java/kotlin
- flutter, dart, native plugins development
- implementing UI from figma
- clear understanding of application lifecycles, states, observers, listeners
- sqLite, local storage
- MVC, MVP, MVVM
- CI/CD, deploying to google play store, app store
- clear understanding of working with threads

This CV may not include some things I am experienced with, If you have any questions, let's talk, I would be happy to answer.

Take care!