VIKTOR KOSHOVYI

ue4/5 c++ developer

CONTACT

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HARD SKILLS

- **c++**, scala, java
- Unreal engine 4/5
- TDD, **junit tests,** mockito
- GCP, AWS, Firebase
- **CI/CD** gitlab, github actions, DOCKER
- 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 (beginer)

HOBBIES

- Game development
- Self-education
- 3d printing
- Volunteering

I am a software developer 10+ years of experience, I want to swith to gamedev industry in a role of Unreal Engine c++ developer.

WORK TIMELINE

Startup (NDA) Remote
October 2021 - Present
Java/Typescript backend, Flutter(cross-platform)

Epam Remote
February 2021 - September 2021
Java backend

eKreative Ukraine
August 2013 - December 2020
Java/Scala backend, native Android, Angular

friend2friend Spain
February 2012 - August 2013
Java backend

Visual-Craft Ukraine
September 2009 - February 2012
PHP backend

EDUCATION

Computer sciences
2006 - 2009
Cherkasy National University named after Bohdan Khmelnytskyi

System Development
2002 - 2006
Cherkasy Polytechnic vocational college

Online learning platforms
2016 - 2024
Udemy, zenva academy, gamedev.tv, domestica

GAMEDEV EXPERIENCE

Gamedev was my hobby for many years, thanks to my rich commercial experience in backend development, I learned Unreal engine and c++ on a decent level. I used my commercial experience to learn unreal engine in the right way.

I was trying to make myself busy implementing various algorithms, like server side rewind, procedural environment, procedural animation, procedural props/items and complex AI behavior.

Eventually I learned data replication, animations, AI stuff and unit tests.I mostly practiced with third person view games, however I also worked on RTS and turn-based games.

By the way, implementing turn-based games was kinda challenging. There I implemented a design pattern chain of responsibility. Board calls the pawn to make a turn, and waits for it. Pawn has a list of properties (decorators, like, pawn is burning, freezing) that should also be called one by one, each property may execute some logic, produce VFX/ SFX and affect owner pawn or pawns around.

Here is a link with some examples of my implementations

https://kosh.top/games.html
I

UNREAL ENGINE 4/5 SKILLS

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

COMMERCIAL EXPERIENCE

Startup (NDA) October 2021 - Present

Roles: Senior Software Engineer/Team Lead

Responsibilities:

- Designing and implementing project microservice architecture from scratch
- Designing and implementing CI/CD for all environments for all platforms for running unit tests, functional tests, UI tests, building, signing, and deploying app to GCP/Play Market/App Store
- Designing and implementing database structure, configuring secure access from all clients
- Sprint planning, code reviewing, releasing production
- Mentoring teammates
- Direct communication with the Product Owner

Tools:

Java, Typescript, Flutter, Jira, git, GitHub actions, GCP (storage, instances, cloud functions, schedules, firestorm, IAM, big query, crashlytics, pub/sub), Google payments, Apple payments, SendGrid, and docker

Epam February 2021 - September 2021

Roles: Senior Software Engineer

Responsibilities:

- Implementing new features in Java project and covering them with test
- Implementing CI/CD
- Analyse code with SonarQube, fix issues refactoring
- Implementing infrastructure code that creates/updates AWS resources
- Sprint planning, code reviewing
- Demo sprint results to stakeholders/clients

Tools:

Java, Jira, bitbucket, SonarQube, AWS (lambda, SQS, dynamo DB, infrastructure as a code), Microsoft Teams Suit, Atlas Suit, Trello, Confluence

eKreative August 2013 - December 2020

Roles: Senior Software Engineer/Team Lead

Responsibilities:

- Designing and implementing Java/Scala applications from scratch
- Designing and implementing Postgres DB structure from scratch
- Designing and implementing non-trivial solutions that involve multiple platforms
- Configuring hosting infrastructure, remote instances, GCP, AWS
- Configuring containerized apps that automatically get scaled under load
- Designing, implementing, and demoing proof of concept
- Integration with payment systems like PayPal, stripe
- Following TDD methodology, writing CI/CD scripts for running tests, building and packing app into docker image, deploying
- Writing custom docker images
- Mentoring backend/frontend developers in creating CI/CD scripts, and implementing tests
- Designing and implementing native Android applications

Tools:

Java, Scala, Spring Boot, Play Framework, Angular, GCP, AWS, Postgres, Android SDK, Atlas suite, Gitlab, Git

COMMERCIAL EXPERIENCE

friend2friend February 2012 - August 2013
(Performance review **https://t.ly/RI532**)
Roles: Java backend developer, Facebook apps developer
Responsibilities:
- Extending existing database
- Implementing Java solutions using the internal framework
- Implementing new features for the internal framework
- Implementing frontend
- Cooperation with designers
- Deep integration with LinkedIn and Facebook services
- Communication and collaboration with Client team

Tools:
SVN, Java, flash (actionscript)

Visual-Craft September 2009 - February 2012
Role: PHP backend developer, frontend developer
Responsibilities:
- Designing and implementing backend and frontend solutions from scratch
- Designing and implementing database structure
- Learning technologies required for the project
- Configuring remote instances for PHP backend
- Converting design into HTML, CSS, and JavaScript

NON COMMERCIAL EXPERIENCE

Open source experience:
I had Garmin smartwatches, and for a long time, I could not find each face I liked, so I decided to create my own. Apparently, it became pretty popular. At the moment of writing, I have about **347517 downloads**.
I uploaded Wachface code to the public GitHub repository, and it became popular.
Here is a link (keep in mind, it may not be available at the moment, many russians "report it" as inappropriate, so I have to resubmit it from time to time)
https://t.ly/SEZ91

Game developemtn
For many years game developemnt was my hobby, I tried libgdx, unity3d, and unreal engine. For the last 5 years I stick with unreal engine 4/5. I develop for fun some algorithms and technic, especially I like networking and procedurally generated stuff.
https://t.ly/LpLzd