Volodymyr Khreptak

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Software Engineer

https://villaclara.github.io

/about

Software Engineer focused on C# and .Net platform.

I am using .NET to develop Desktop and Web apps for personal purposes and to create small useful tools for my friends.

Communicative, responsible, fast learning guy, I want to be a part of some cool project.

/skills

Languages:

C#, TypeScript

Web Development:

ASP.NET Core, Angular, Blazor

Database Management:

SQL Server, PostgreSQL, Entity Framework

Version Control:

Git, GitHub

UI/UX Design:

HTML, CSS, Bootstrap

/education

2017 - 2018

Master of Project Management LPNU

2013 - 2017

Bachelor of SE TNTU

/recent projects

'/baby-est' - BabyEST

Developed a web app to help parents track their toddler's sleep and eating schedules as they grow.

Tech used: ASP.NET Core Minimal API with Cookie-based Authentication, Angular SPA frontend with PWA, mobile-first UI using CSS + Bootstrap, PostgreSQL/SQLite (With Entity Framework ORM) as database.

'/ata-reborn' - ATA Reborn

Developed a desktop application for tracking usage time of Windows processes in real-time.

Tech used: WPF Framework, MVVM design pattern with CommunityToolkit, Interface-driven architecture and Dependency Injection for modularity.

'/Road23.WebApi' & '/Road23.AdminApp' - Road23

Developed a web app for my wife small candle shop to manage products/orders.

Tech used: ASP.NET Core Controller-based Web Api following Repository design pattern, Blazor WASM with PWA as fronted with mobile-first UI using CSS + Bootstrap, SQLite (EF Core ORM) database.

/experience

QA at Gameloft (Dec 2018 - present)

- UX testing multi-platform project Disney Dreamlight Valley.
- creating and executing testcases, manual testing apps;
- bug reporting and result tracking;
- working with internal tools like CRM.

QA Lead

- team managment;
- delegating tasks;
- providing reports on project status.