

Volodymyr Bezkorovainyi
Berlin, Germany

German & Ukrainian Citizenship · Eligible to work in the EU without sponsorship

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Professional Summary

Accomplished Software and Solution Architect with over 20 years of experience delivering complex systems across web, mobile, embedded, and cloud domains. Proven track record in both hands-on architecture and engineering leadership, having served as Senior Engineer, Team Lead, and Head of Engineering.

Strong background in navigation systems and digital mapping, including API design and integration for mapping platforms.

Skilled in building and scaling cross-functional teams from the ground up — from hiring and tech stack selection to setting goals and driving delivery. Focused on achieving business impact through pragmatic, scalable, and maintainable technical solutions. Adept at aligning architecture with product strategy and leading organizations through technological transformation.

Key areas: Solution / Software Architecture · Cloud · Embedded Systems · Technical Leadership · API Design · CI/CD · DevOps Culture · DDD · C4 model

Technical Skills

Architecture & Backend

- **Languages:** Java (JVM), Scala, Python
- **Architecture:** C4 Model, Architecture as Code (Structurizr), Domain-Driven Design, Event-Driven Architecture, REST

Cloud & DevOps

- Cloud: AWS
- Containers & Orchestration: Docker, Kubernetes
- CI/CD: Azure DevOps, GitHub, GitLab CI/CD

Embedded Systems

- Languages: C++, Bash
- Platforms: QNX, Embedded Linux
- Frameworks/Tools: Qt, Boost, STL, GTest

Mobile Development

- Languages: Java, C++, C#
- Android: Android SDK, Dagger, Guava, Espresso, Robolectric, JUnit, Mockito
- Windows: .NET (WPF), MSTest, NUnit, Moq

Web Development

- Languages: JavaScript, TypeScript
- Frameworks & Tools: Node.js, Express, AngularJS, WebRTC, webpack, Mocha, Sinon, Nock

Desktop Applications

- Languages: C++, C#, TCL, Shell (bash), SQL, XAML, XSLT, XSD, XPath
- Platforms: Windows, macOS
- Frameworks/Tech: .NET Framework, WPF, WinForms

Professional Experience

Solution Architect – Digital Maps

Deutsche Bahn (Digital Schiene Deutschland) · Berlin, Germany

Jan 2020 – Present

- Spearheaded the architecture and delivery of the **Digital Maps platform** used across multiple Deutsche Bahn programs.
- Built and led a **distributed development team** from the ground up, covering full-cycle delivery from technical vision to production deployment.
- Designed scalable **backend systems, cloud infrastructure (AWS/Kubernetes)**, and **embedded map components** for integration into real-time railway systems.
- Acted as architect across programs such as *Sensors4Rail*, *Automated Train*, and *Digitaler Knoten Stuttgart*, collaborating closely with business, product, and operations stakeholders.
- Initiated and led the **open-source release** of the onboard digital map API, contributing to cross-industry collaboration in the transportation and mobility sector.

Software Architect

Luxoft (project with HERE Technologies) · Berlin, Germany

Oct 2018 – Dec 2019

- Designed system architecture for integration of the **HERE navigation platform** into automotive embedded and cloud environments.
- Worked closely with customer and development teams to align navigation system architecture across cloud and embedded domains.
- Led architectural onboarding and training for new team members, and established

a structured **knowledge transfer process** between Luxoft and the client.

- Collaborated with cross-functional teams to define APIs and integration patterns for vehicle infotainment systems.

Senior Software Engineer / Consultant

Meelogic Consulting AG · Berlin, Germany

Dec 2016 – Sep 2018

- Delivered software development and integration for **in-car navigation systems** used by major German automotive brands (Audi, Porsche, VW) in collaboration with **HERE Technologies**.
- Contributed to the development of **embedded modules**, including routing, positioning, guidance services.
- Participated in the customization and adaptation of the HERE navigation platform for OEM-specific requirements.

Head of Engineering

Phonedeck (Tech Startup) · Berlin, Germany

Apr 2015 – Aug 2016

- Led the engineering department of a Berlin-based startup developing solutions at the intersection of mobile communications, telephony services, and CRM integration.
- Oversaw **R&D and the full software development lifecycle**, from product definition to deployment.
- Directed development and successful delivery of **telephony services in partnership with Ericsson and Nokia**, showcased at **Mobile World Congress 2016** and later incorporated into their professional portfolios.
- Introduced and streamlined the **product definition process**, working partially as **Product Owner** to align business requirements with platform capabilities.
- Championed **Agile transformation**, introducing **SCRUM practices** that reduced development cycles and improved release predictability.
- Fostered an engineering culture based on **CI/CD, code reviews, unit testing**, and clean code — embedding quality into the development process.
- Mentored the team on system architecture and design principles; supervised hiring and onboarding of new engineers.

Team Lead / Senior Software Engineer

Nokia / HERE Technologies · Berlin, Germany

Jul 2011 – Feb 2015

- Led and contributed to development of key navigation products including **HERE Maps for Android**, **HERE Drive+ for Windows Phone**, and **Nokia Maps API**.
- Managed a team of 5 engineers; hired and onboarded talent; introduced **Kanban** and **TDD** practices to improve development efficiency and code quality.
- Designed and maintained the **Nokia Maps API** portfolio for Microsoft and Samsung, ensuring cross-platform consistency and deep integration with HERE's

map platform.

- Built tools for test automation, mocking map functionality, and automatic API documentation generation.
- Collaborated closely with platform, UX, QA, and CI teams to ensure seamless delivery, high performance, and great user experience across devices.

Team Lead / Senior Software Engineer

Quest Software · Kyiv Region, Ukraine

Aug 2010 – Jul 2011

- Led development of infrastructure automation tools including **Quest Cloud Automation Platform**, **vOptimizer**, and **vConverter**, targeting large-scale hybrid IT environments.
- Built and managed a new engineering team in the Kyiv office; established effective collaboration with the remote team in the US.

Senior Software Engineer

InvisibleCRM · Kyiv Region, Ukraine

Jun 2008 – Aug 2010

- Developed backend connectors and synchronization logic for integrating Oracle and Deltek CRM systems with Microsoft Outlook.
- Led a sub-team and contributed to performance optimization by replacing COM integration with a .NET Interop solution.
- Implemented secure web service communication (WS-Security) and set up CI pipelines for automated acceptance testing.

Senior Software Engineer

Visiprise (acquired by SAP) · Kyiv Region, Ukraine

Jul 2006 – Jun 2008

- Developed components for manufacturing process planning (MRP) system, including database queries, custom tools, and UI logic.
- Collaborated with product and QA teams to deliver client-specific features and enhancements.
- Built a new logging and debugging engine to improve system maintainability.

Senior Software Engineer

Software MacKiev · Kyiv Region, Ukraine

Aug 2001 – Jul 2006

- Developed **desktop applications** and **Hewlett-Packard printer drivers** for Windows and macOS platforms.
- Contributed to UI, performance, and system integration components.

Education

MSc in Computer Science

Taras Shevchenko National University of Kyiv, Faculty of Cybernetics, Ukraine

Key Projects

Automated Train

Architected the digital mapping subsystem for Germany's first fully automated train pilot. [Automated Train](#)

Sensors4Rail

Delivered embedded mapping components and backend services to support real-time sensor-based navigation. [Sensors4Rail](#)

Digitaler Knoten Stuttgart

Provided architectural leadership for the deployment of digital rail infrastructure in the Stuttgart region. [Digital Knoten Stuttgart](#)

Open Source – Onboard Map API

Initiated and led the open-source release of the dbs-onboard-map-api for digital map rendering on embedded devices. [Onboard Map API GitHub](#)

Languages

English (fluent), German (intermediate, B1 certificate), Russian (native), Ukrainian (native),