



VOLODYMYR SHEPEL

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Profile Summary

I'm a programmer with 3 years of experience in software and web development. I've completed over 5 personal projects and received awards during the course of studies for high academic achievements. I work well in diverse teams and am comfortable in international settings. I'm eager to learn and keep up with new technologies. Working for your company will allow me to further develop in my specialization.

Education

Bachelor of Applied Computer Science

Wrocław University of Science and Technology

GPA : 5.308 / 5.5

Achievements:

- Rector's scholarship for the best students 2022/2023 and 2023/2024
- Laureate of the National Talent Study Competition in Physics. Score : 5.5 (2021)

October 2021 - Present

Experience

E-commerce Web Application

October 2023 - Present

Technologies used: Java, Spring, Flutter, Python, Hibernate, Docker, Microservices

I am a leader within a team, overseeing the ongoing development of a e-commerce web application. This project is based on internally created technical documentation. The app enables seamless shopping experiences on both browsers and mobile devices. As a Full Stack Developer, I am responsible for developing the backend with Java (Spring) and the frontend for mobile devices using Flutter to enhance the overall user experience.

Achievements:

- 25% reduction in processing time
- 30% reduction in system downtime and 20% decrease in resource utilization
- 50% reduction in user wait times
- Improved leadership skills and continued growth as an effective team player.

University Projects

October 2021 - Present

Technologies used: Java, Spring C#, ASP.NET, SQL, NoSQL, OracleSQL, Python

- Implemented core algorithms and data structures in Java
- Developed a Spring framework-based web application for cinema operations management
- Created dynamic web applications using C# and ASP.NET
- Executed database design and implementation, including hands-on tasks with SQL, NoSQL, and Oracle SQL
- Developed applications and desktop software solutions in Python

Achievements:

- Top 5% of university students based on GPA
- 100% improvement in problem-solving abilities

House Price Prediction

January 2023 – March 2023

Technologies used: Python, Numpy, Pandas, Scikit-Learn

This project was undertaken as part of a Kaggle competition.

Goal: Identify the factors influencing real estate prices in Ames, Iowa, USA, and construct a machine learning model for predicting property prices.

Achievements:

- The project achieved a top 5% ranking out of 5000 participants.

Skills

Programming Languages: Java, C#, Python, C++, JavaScript, TypeScript, Dart

Technologies: Spring Framework, Hibernate, SQL (MySQL, PostgreSQL), NoSQL (MongoDB), Docker, Git, Linux

Web Development: HTML, CSS, Flutter

Software Testing: Junit5, Mockito

Languages

English : C1

Polish: C1

Ukrainian: Native

I agree to the processing of personal data provided in this document for realising the recruitment process pursuant to the Personal Data Protection Act of 10 May 2018 (Journal of Laws 2018, item 1000) and in agreement with Regulation (EU) 2016/679 of the European Parliament and of the Council of 27 April 2016 on the protection of natural persons with regard to the processing of personal data and on the free movement of such data, and repealing Directive 95/46/EC (General Data Protection Regulation).