

Summary

NYC-based Experienced Software Engineer. Web and Game developer. Immigrant. Entrepreneur.

Competent in designing and scaling the entire application from ground up.

Telling stories through software for 15 years, hoping to craft a better future.

Skills

JavaScript: TypeScript, React, Redux, Vue, Jest

Web Platform: HTML/CSS, Canvas, LESS/SASS, Animations

Backend: Node.js, Nest.js, REST API, MySQL, TypeORM

Game Dev: Unity3d, C#, Gameplay/AI, Unity Test Framework

AWS: ECS, CloudFront, Route53, API Gateway, Terraform

System Design: SOLID, Design Patterns, Clean Architecture

Process: Git, TDD, CI/CD, Agile, Iterative approach

MISC: Tech Leadership, Mentorship, Consultancy, Forever Learner

Experience

STAFF SOFTWARE ENGINEER, RO, NYC – NOV 2020-PRESENT

Led a number of business-crucial initiatives, including the overhauling of an internal pharmacy management tool resulting in scoring 95% customer satisfaction rating.

Developed the strategies and designed systems across the technological stack.

Improved the stability and maintainability of the internal application responsible for the management and shipping of hundreds of thousands of highly regulated healthcare products by establishing architectural best practices, rigorously increasing test coverage, and upgrading underlying technical solutions.

Leading by example, continuously mentored and supported senior software engineers across the organization.

LEAD SOFTWARE ENGINEER, INTENT, NYC – SEP 2019-OCT 2020

Architected and led the team of software engineers in the development of enterprise-level full-stack tools allowing `Intent` to target, bucket, and manage two billion annual users into 16 million configurable permutations.

Led cross-functional iterations with Product, UX, and internal stakeholders, leading the development of full-stack enterprise tools controlling billions of annual unique page views.

Evangelized best practices, convincing a 13-year-old engineering department to adopt TypeScript and Clean Architecture. Earned a pivotal position in post-COVID-19 restructuring to develop multiple enterprise-level and customer-facing products.

LEAD CONSULTANT, BUILDIT @ WIPRO DIGITAL, NYC – APR 2018-SEP 2019

Collaborated cross-functionally with delivery leads, engineers, and creative technologists to help clients evolve and make the next ambitious step in their digital journey using modern full-stack frameworks and tools.

Successfully established, led, and taught enterprise training program aimed to hire, educate, and prepare for client-facing consultancy job junior frontend developers.

SENIOR SOFTWARE ENGINEER, ZS ASSOCIATES, EVANSTON, IL – OCT 2016-MARCH 2018

Maintained and extended enterprise front-end library, created new components for various enterprise projects, trained and mentored several engineering teams in adopting best practices.

Organized company-wide training courses teaching advanced frontend-development concepts and practices. Migrated Angular and React codebases to Vanilla JS/Web Components.

LEAD SOFTWARE DEVELOPER, ASTRAFIT, KYIV, UKRAINE – APR 2014 - OCT 2016

Led a team of developers to design, build, and maintain the real-time dress fitting tool and variety of supporting custom eCommerce services.

LEAD SOFTWARE DEVELOPER, BLUEMBO, KYIV, UKRAINE – MAR 2013 - APR 2014

Designed application architecture and led a team of developers in building a social network.

CTO & LEAD DEVELOPER, LAINT, KYIV, UKRAINE – JAN 2011 - MAR 2013

Led a team of engineers in a gamedev studio that built and published the simulator game “My Food”

SOFTWARE DEVELOPER, VARIOUS COMPANIES, KYIV, UKRAINE – END 2006 - JAN 2011

Developed innovative and rich interactive websites and apps

Education

National Aviation University, Information security – Master’s, 2011

Pet Projects

[QUEEN'S TOWERS](#), [UNITY/C#](#). [VIDEO](#). [SOURCE CODE](#). [PLAY IT SIMMER](#).

Tower Defense game where you have to stand tall against hoards of blood-thirsty enemies!

[CLANFIRE](#), [UNITY/C#](#). [SOURCE CODE](#). [VIDEO \(MAP GENERATOR\)](#). [VIDEO \(GAMEPLAY\)](#)

Civ 6 inspired turn-based game with procedurally generated maps (in active dev)

[UNNAMED](#), [UNITY/C#](#). [VIDEO](#) [PLAY IT ON ITCH.IO](#)

Dark, emotional visual novel that tells a story of two kids trying to find their mother in the town torn apart by the war.