

Blockchain & Frontend Engineer

Summary:

I am a self-motivated Software Engineer with **more than 6 years experience**. I am very passionate about Web3 and blockchain technology. My goal is to create high quality production code, attention to detail and performance considerations. I have huge experience in both small projects and huge systems development, working with small teams of 2-3 developers as well as large teams of 7-10 developers. I have strong knowledge in functional, reactive programming and OOP, application architecture fundamentals and patterns like DRY, SOLID, GRASP. I am always improving my skills, not afraid of challenges and able to work with the new stack.

Work experience:

1. Overdose. - Senior Software Engineer

Sep. 2020 - Present

(3 years, 1 month)

Responsibilities:

I worked on the DeFi project, built on the Solana blockchain, primarily using smart contracts created in Rust and React on the frontend. The product is a decentralized platform where users can store/exchange with optimized speed and reduced transaction costs and control their digital assets with a full suite of innovative & analytical tools.

I developed the frontend part of the application and wrote smart contracts in Rust, also participating in the development of the project architecture.

Technologies:

Rust, Solana, Anchor, Tokio, Rocket, @solana/web3.js, Typescript, React, Redux, Node.js, REST, gRPC, AWS

2. Mobilunity - Full Stack Engineer

Sep. 2019 - Sep. 2020

(1 year)

Responsibilities:

Created new functionality and improved existing functionality on marketing platform which includes functionality such as livechat, bot & bot builder, analytics & statistics and much more. Also participated in the development of a mobile chat application for IOS and Android.

Technologies:

React, Typescript, Redux-Saga, Material UI, React Native, NodeJS, Express, MySQL, Sequelize, Docker, Kubernetes

3. barnetPOS - Frontend Engineer

March 2019 - Sep. 2019

(6 months, Contract work)

Responsibilities:

Updating and development of large POS system

Technologies:

Vue, Typescript, Material UI

4. ArtHouseLabs - Frontend Engineer

Sep. 2017 - March 2019

(1 year 6 months)

Responsibilities:

Developing slots web & mobile games

Technologies:

React, Redux, NodeJS, socket.io, pixi.js, Phaser3, Babylon.js

Languages:

English - upper-intermediate

Ukrainian - native

Russian - native

Hard Skills:

Languages: Rust, JavaScript, TypeScript

Tech skills:

- Solana SDK, Anchor, @solana/web3.js
- Tokio, Rocket
- Phantom Wallet
- React, Redux, Redux Saga, Redux Toolkit, Next.js
- MUI, bootstrap, Emotion
- Vue
- Apollo Client GraphQL
- HTML, CSS, SASS/SCSS, BEM methodology, SCSS modules, styled-components
- React Native (IOS & Android apps)
- Vite, Webpack, ESLint
- NodeJS, NestJS, Express, JWT, PassportJs
- Docker, Kubernetes
- AWS (Lambda, API Gateway, CloudWatch, EC2)
- Microservice Architecture, REST, gRPC
- Apollo server GraphQL
- WebSocket, Socket.io

DB's: MySQL, MongoDB

Test: Jest, Enzyme, React Testing Library, Cypress

Tools: Git, Bitbucket, GitLab, Jira

Soft Skills:

Results and quality-oriented

Team player

Responsible

Time management