

# Max

## Senior Go/C++ Engineer

### SUMMARY

- Software developer (since 2002), startup experience (since 2007),
- Upper-Intermediate English
- Available SAP

### TECHNICAL SKILLS

<b>Main Technical Skills</b>	Go (4 yr.), Rust (3 yr.), C++ (10 yr.)
<b>Programming Languages</b>	C, C++ (10 yr.), Dart, Go (4 yr.), JavaScript, PHP, Python, Ruby, Rust (3 yr.), TypeScript
<b>JavaScript Frameworks</b>	Angular, Express, GatsbyJS, Meteor, Node.js, React, Vue.js
<b>UI Frameworks, Libraries, and Browsers</b>	Bootstrap, Material UI
<b>Python Frameworks</b>	Django
<b>JavaScript Libraries and Tools</b>	Expo, NPM, React Native
<b>Mobile Frameworks and Libraries</b>	Flutter
<b>Ruby Frameworks</b>	Ruby on Rails
<b>Databases &amp; Management Systems / ORM</b>	AWS DynamoDB, Cassandra, InfluxDB, MongoDB, MySQL, PostgreSQL, Redis, TimescaleDB
<b>Cloud Platforms, Services &amp; Computing</b>	AWS, CloudFlare, GCP
<b>Amazon Web Services</b>	AWS DynamoDB, AWS ECS (Amazon Elastic Container Service), AWS Lambda, AWS S3
<b>UI/UX/Wireframing</b>	Adobe Illustrator, Adobe Photoshop, Figma, Sketch, UI/UX
<b>Methodologies, Paradigms and Patterns</b>	Agile, Waterfall
<b>SDK / API and Integrations</b>	API, GraphQL, Kotlin Flow, RESTful API

<b>Platforms</b>	Arduino
<b>Scripting and Command Line Interfaces</b>	Bash, Perl
<b>Deployment, CI/CD &amp; Administration</b>	DevOps, Jenkins
<b>QA, Test Automation, Security</b>	Dredd, Jest
<b>Third Party Tools / IDEs / SDK / Services</b>	GIMP
<b>Version Control</b>	GitHub
<b>Mail / Network Protocols / Data transfer</b>	GRPC, SSH
<b>Collaboration, Task &amp; Issue Tracking</b>	Jira
<b>Message/Queue/ Task Brokers</b>	Kafka, RabbitMQ
<b>Operating Systems</b>	Linux
<b>Web/App Servers, Middleware</b>	Nginx

## EXPERIENCE

- 2021 - ...: Comm.app: Core team full-stack engineer (JS, C++, Rust, Infrastructure). Mostly working on the backend side of the keyserver and tunnelbroker.
- 2020 - 2021: Relly.me: CTO, Acting as a full-stack developer part-time. Team management: One frontend Junior Developer (ReactNative, Golang, NodeJS) (Office), One backend middle developer(NodeJS)(office), One hardware engineer (MCUs, C++, PlatformIO), One plastic case assembly and packaging, One 3D parts designer (Hardware, Circuits), One Graphic/Motion Designer(remote).
- 2017 - 2019: NashDom.app: Team Lead, One of investors, Acting as a full-stack developer too. Team management: One frontend Junior Developer (ReactNative)(Office), One backend middle developer(Golang, NodeJS) (office), One Graphic/UI/Motion Designer(Remote), One hardware engineer (MCUs, C++).
- 2015 - 2017: ServerPanel.io: Team Lead, One of investors, Acting as a full-stack developer too. Team management: One frontend Middle Developer (Angular, React)(Office), One frontend junior Developer (React)(Office), One backend middle developer (Golang, Python, DevOps) (Remote), One backend junior developer (Golang)(Office).
- 2010 - 2019: VDS64.com: CTO, Acting as a full-stack developer too. Administration system development and maintenance. Cloud control



software development and hardware integration. Own cloud expansion to three countries (Ukraine, Germany, Russia). Team management (all remote): Two frontends Junior Developers, One backend Junior Developer, One server hardware engineer, support team: Four Linux system administrators 24x7 operation.

- 2007 - 2009: Arbitrage court of Kharkiv District (Ukraine). Judge assitant. Intellectual property, Business litigations.
- 2006 - 2009: Webspaces.com.ua: WebDeveloper + Linux Administrator (Part-time).
- 2002 - 2006: Kharkiv Information System: WebDeveloper, made a big bunch of websites using PHP+MySQL+Jquery as full-stack developer. I've made a small framework called ngMySQL to bind Angular and MySQL for the admin web-ui's.

### **Work principles and methods:**

- You need to know your team's work and how things and specific technology work! That's why in most cases when I've been Founding Engineer I'm acting as a full-stack developer too (part-time only, management is a first priority). Smaller, more motivated, and smarter team - my focus on the projects.
- I prefer to choose between the Agile and Waterfall method depending on the project and its development stage using Jira, Redmine, Github Projects, and Issues.

### **EDUCATION**

- Master Degree Lawyer (Intellectual property), mmii. National Law University of Ukraine
- Master Degree Software Engineer, mmvi. Kharkiv National University of Radio Electronics (Ukraine)
- Treehouse PHP, Python and JS courses
- A lot of C++ books
- More than 10+ years of self education

