Max
Senior Go/C++ Engineer

SUMMARY

- Software developer (since 2002), startup experience (since2007), - Upper-Intermediate English - Available SAP

TECHNICAL SKILLS

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

Deployment, CI/CD & Administration	
QA, Test Automation, Security	Dredd, Jest
Third Party Tools / IDEs / SDK / Services	GIMP
Version Control	GitHub
Mail / Network Protocols / Data transfer	GRPC, SSH
Collaboration, Task & Issue Tracking	Jira
Message/Queue/Task Brokers	Kafka, RabbitMQ
Operating Systems	Linux
Web/App Servers, Middleware	Nginx

EXPERIENCE

- 2021 - ...: Comm.app: Core team full-stack engineer (JS, C++, Rust, Infrastructure). Moslty 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: Webspace.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