Oleksandr B.
Senior Go Software Engineer

SUMMARY

- Software Engineer with more than 5 years of commercial experience in software development - Experience in developing and using Golang for more than 4 years - Created projects from scratch, and set up CI/CD via GitHub Actions - Experience in MVC that uses Domain-Driven Design architecture, CQRS, Event Sourcing - Hands-on experience with third-party API integration - Upper-Intermediate English - Available from 16.02.2023

TECHNICAL SKILLS

Main Technical Skills	Go
Programming Languages	Go, Java, Python
Python Frameworks	Django
Databases & Management Systems / ORM	AWS DynamoDB, MongoDB, MySQL, PostgreSQL, Redis
Cloud Platforms, Services & Computing	AWS, DigitalOcean
Amazon Web Services	AWS DynamoDB, AWS Lambda
Methodologies, Paradigms and Patterns	Agile, Kanban, Scrum, Waterfall
Deployment, CI/CD & Administration	CI/CD
Virtualization, Containers and Orchestration	Docker, Kubernetes, Terraform
Version Control	Git, Github Actions
Logging and Monitoring	Grafana, Prometheus
Mail / Network Protocols / Data transfer	GRPC, Proxy, WebSockets
Collaboration, Task & Issue Tracking	Jira
Operating Systems	Linux
Message/Queue/Task Brokers	NATS, RabbitMQ
Web/App Servers, Middleware	Nginx

SDK / API and Integrations	RESTful API, Swagger
Other Technical Skills	Cloud Native, Concurrency, Kubernetes SDK, Terraform framework

EXPERIENCE

Go Developer, Multi-Cloud

April 2022 - October 2022

Description: The project with the goal to unify the user interface and provide flexible currency via easy switching cloud for different clouds like AWS, Digital Ocean, GCP, AZURE, etc.

Responsibilities:

- Terraform provider development with cost estimation cloud infrastructure, and two automatization tools for working with user templates
- Implement new microservice
- Developing new features and fixing bugs
- implement functionality based on business requirements

Technologies: Golang, Java, Spring, MySQL, Terraform, Ansible, Docker, Kubernetes, AWS, NGINX

Go Developer, NFT Game

May 2021 – April 2022

Description: It is an online turn-based football game. NFT cards with unique designs and characteristics present football characters. Users can build their own deck by buying random cards via the NFT minting service, which is based on Ethereum 2.0 contract, a service integrated with MetaMask and Velas. Game service based on Golang from the backend side and React + Unity from the frontend side. Realized all performance metrics. All game logic was on the backend. Deployment on Digital Ocean, using Docker.

Responsibilities:

- Game logic development
- Dokerization
- Metrics
- Creating API
- CI/CD using GitHub Actions
- full deployment for different development environments
- mentoring Juniors
- Test coverage

Technologies: Golang, Solidity, Unity, WebSocket, React, Docker, NGINX, Digital Ocean, PostgreSQL, Velas, MetaMask, Prometheus, Grafana, Swagger

Go Developer, Private Cloud

September 2020 - May 2021

Description: Development of a private cloud management system. The system consisted of a control unit (API) based on Java and a client based on Golang

Responsibilities:

- The client was designed by me, it consisted of a Terraform provider and a CLI client
- Architecting and building system from scratch with other developers

Technologies: Terraform, Golang, Java

Go Developer, Messenger

November 2019 - August 2020

Description: Messenger was designed to be embedded into a web application to communicate with an assistant, group correspondence and template responses were also provided. Backend based on Golang. Redis was used for session caching. Template responses and chat histories were stored in PostgreSQL

Responsibilities:

- The whole backend was designed by me and another developer.
- Dockerization.
- Architecting and building system from scratch with other developers

Technologies: Golang, React, WebSocket, Docker, Redis, PostgreSQL

DevOps Engineer, Decentralized working environment

December 2018 - October 2019

Description: The system was designed to work with terabytes of geological data using a supercomputer from an American university in a high-speed local network. For replication and consistency of data using Rucio

Responsibilities:

- Architecting and building system from scratch with other developers
- Dockerization,
- CI/CD using GitHub Actions
- full deployment for different development environments.

Technologies: Rucio, NodeJS, CI/CD, Docker, Digital Ocean, Storj, EBS, Electron, PostgreSQL, Redis

Go Developer

June 2018 – December 2018

Description: Real estate liquidity prediction platform using artificial intelligence

Responsibilities:

- Creating new microservices based on go
- Create clean, efficient code based on requirements
- Development of new functionality
- Add unit/functional test coverage

Technologies: Golang, PostgreSQL, Redis, AWS, Docker, K8S

Python Developer, Pentest tool

October 2017 - June 2018

Description: Tool for testing apps and infrastructure about penetrations. It is used for analyzing entering traffic. Results of testing stored in DynamoDB

Responsibilities:

- DynamoDB queries and simple logic
- Add unit/functional test coverage
- Development of new functionality

Technologies: Python, AWS Lambda, DynamoDB

Go Developer

March 2017 - October 2017

Description: Job platform for retired people

Responsibilities:

- Micro/macro architectural design
- Create clean, efficient code based on requirements
- Development of new functionality
- Add unit/functional test coverage

Technologies: Golang, PostgreSQL, Docker, K8S, Git

EDUCATION

Kharkiv National University of Radio Electronics

System Engineer