

Hiring software engineer as easy as calling a taxi.

## Oleksandr B. 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

### SKILLS

<b>Main Technical Skills</b>	Go
<b>Programming Languages</b>	Java, Python
<b>Python Frameworks and Libraries</b>	Django
<b>Databases &amp; Management Systems / ORM</b>	AWS DynamoDB, MongoDB, MySQL, PostgreSQL, Redis
<b>Cloud Platforms, Services &amp; Computing</b>	AWS, DigitalOcean
<b>Amazon Web Services</b>	AWS DynamoDB, AWS Lambda
<b>Methodologies, Paradigms and Patterns</b>	Agile, Kanban, Scrum, Waterfall
<b>Deployment, CI/CD &amp; Administration</b>	CI/CD, Kubernetes
<b>Virtualization, Containers and Orchestration</b>	Docker, Terraform
<b>Version Control</b>	Git, Github Actions
<b>Logging and Monitoring</b>	Grafana, Prometheus
<b>Mail / Network Protocols / Data transfer</b>	GRPC, Proxy, WebSockets

<b>Collaboration, Task &amp; Issue Tracking</b>	Jira
<b>Operating Systems</b>	Linux
<b>Message/Queue/Task Brokers</b>	NATS, RabbitMQ
<b>Web/App Servers, Middleware</b>	Nginx
<b>SDK / API and Integrations</b>	RESTful API, Swagger
<b>Other Technical Skills</b>	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



- Dockerization
- 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