Petro L.
Senior C++ Engineer / Team Lead

SUMMARY

- 7 years of experience in C/C++ software development with a focus on embedded and firmware systems; - Expertise in Linux-based environments, networking, and system-level programming, including DHCP, DNS, ARP, and VoIP; - Skilled with OpenWRT, Buildroot, U-Boot, and debugging tools such as GDB, Valgrind, Wireshark, and tcpdump; - Experience in WiFi 6 and LTE/5G SA/NSA gateway development, performance optimization, and legacy code refactoring; - Knowledge of CI/CD (Jenkins), scripting (Bash), and virtualization (QEMU); - Skilled in team management, code review, and process improvement, ensuring product quality and delivery efficiency across all project phases.

TECHNICAL SKILLS

Main Technical Skills	C++, Linux
Programming Languages	C++
PHP Frameworks	LAMP
JavaScript Frameworks	Lodash
Java Libraries and Tools	okHttp
Python Libraries and Tools	Robot Framework
Security	Wireshark
Amazon Web Services	AWS API Gateway
Industry Domain Experience	Embedded
Mail / Network Protocols / Data transfer	ARP, DHCP, DNS, Networking, STP, tcpdump, VoIP
Collaboration, Task & Issue Tracking	Atlassian Confluence, Jira
SDK / API and Integrations	AWS API Gateway
Scripting and Command Line Interfaces	Bash, Make
Operating Systems	Buildroot, FreeBSD, Linux, Unix
Deployment, CI/CD & Administration	CI/CD, Jenkins
	CMake, GDB, valgrind

Third Party Tools / IDEs / SDK / Services	
Version Control	Git
Blockchain and Decentralized Software	NEAR
Platforms	OpenWrt, U-Boot
QA, Test Automation, Security	QA Automation, Wireshark
Virtualization, Containers and Orchestration	Qemu
Soft Skills	Team Management
Other Technical Skills	5G NSA, 5G SA, JQL, LTE, query DSL, RSTP, Software Development

WORK EXPERIENCE

Team Lead, GlobalLogic (Home wireless gateways that support cellular networks)

Duration: Feb 2023 - Present

Summary: Leads a team of 8 developers and 1 QA engineer in developing home wireless gateways that support cellular networks. Focuses on maintaining code quality, improving processes, and guiding the team through all project phases-from pre-release to active deployment.

Responsibilities:

- Set goals and objectives for the team, ensuring alignment with project requirements.
- Facilitate communication, collaboration, and professional development within the team.
- Conduct code reviews, monitor performance, and ensure high coding standards.
- Provide project progress updates to the customer and address technical concerns.

Achievements:

- Successfully transitioned the project from pre-release to active deployment.
- Improved code quality through new processes and team structure.
- Deployed several product versions to the field and built a cohesive, high-performing team.

Technologies: C/C++, Linux, OpenWRT, Buildroot, U-Boot, Wireshark, tcpdump, GDB, Vim, Valgrind, QEMU, Bash, Jira, JQL, Confluence, Jenkins, LTE, 5G SA/NSA.

Senior Software Engineer, GlobalLogic (WiFi 6-based gateway)

Duration: Jun 2022 - Feb 2023

Summary: Developed a WiFi 6-based gateway, integrating next-generation wireless features into an existing platform to enhance network performance and stability.

Responsibilities:

- Resolved user-reported issues and optimized system performance.
- Refactored and improved legacy code for maintainability and performance.
- Designed a recovery system for restoring devices after bootloader failures.

Achievements:

- Improved product stability and user experience by resolving critical issues.
- Delivered a recovery mechanism that minimized downtime and maintenance effort.

Technologies: C/C++, Linux, OpenWRT, Buildroot, U-Boot, Wireshark, tcpdump, GDB, Vim, Valgrind, QEMU, Bash, DHCP, DNS, ARP, STP, RSTP, HTTP/HTTPS.

Middle Software Engineer, GlobalLogic (Home gateway)

Duration: Nov 2021 - Jun 2022

Summary: Developed a home gateway with DSL WAN support, ensuring high-speed connectivity and system stability for residential users.

Achievements:

- Implemented visualization features using the SDL library to enhance usability.

Technologies: C/C++, Linux, OpenWRT, Buildroot, U-Boot, GDB, Vim, Valgrind, Bash, DSL, VoIP.

Junior Software Engineer, GlobalLogic (Streaming application)

Duration: Nov 2019 - Nov 2021

Summary: Contributed to the development of a PlayStation 4 application offering streaming of TV shows, movies, and live content.

Achievements:

- Identified and resolved deadlocks and race conditions in multithreaded environments, improving stability and performance.

Technologies: C/C++, Orbis OS.

Student Developer, SoftServe IT Academy (IDE prototype)

Duration: Jul 2019 - Nov 2019

Summary: Developed an IDE prototype for pair programming using the QT framework in collaboration with a student team.

Technologies: C++, QT Framework.

EDUCATION

- **Bachelor's Degree in Management of Organizations and Administration,** National Forestry University of Ukraine (Sept 2023 - Present)
- **Master's Degree in Computer Science and IT**, **Lviv Polytechnic National University** (Sept 2020 - Dec 2021)
- **Bachelor's Degree in Computer Science and IT**, Lviv Polytechnic National University (Sept 2016 - Jun 2020)