

Yurii K.

Middle .NET Software Engineer

SUMMARY

- .NET Software Engineer with 4 years of software development experience in different domains (FinTech, Real Estate, E-Commerce).
- The biggest part of the experience is related to the .NET platform
- Upper-Intermediate English
- Available from 11.07.2022

TECHNICAL SKILLS

Main Technical Skills	.NET, C#
Programming Languages	C#, JavaScript, TypeScript
.NET Platform	ADO.NET, ASP.NET, ASP.NET Core Framework, ASP.NET MVC, Azure, Entity Framework, .NET, .Net WCF, SignalR, WPF
JavaScript Frameworks	Angular, jQuery, React, Vue.js
UI Frameworks, Libraries, and Browsers	CSS, HTML, jQuery
Databases & Management Systems / ORM	Microsoft SQL Server, MongoDB, MySQL, PostgreSQL, RDBMS, Redis, SQL Server Management Studio
Cloud Platforms, Services & Computing	Azure
Web/App Servers, Middleware	Azure DevOps Server (ex TFS Team Foundation Server), Team foundation server
SDK / API and Integrations	DirectX, RESTful API, Web API, Winforms
Version Control	Git, SVN
Third Party Tools / IDEs / SDK / Services	OData (Open Data Protocol), SQL Server Management Studio, Visual Studio
Message/Queue/ Task Brokers	RabbitMQ

Methodologies, Paradigms and Patterns	SOAP
Deployment, CI/CD & Administration	VSTS
Operating Systems	Windows
Other Technical Skills	Clickonce, Hg, Microsoft XRM, MSMQ, OpenGL, WinServices

PROJECTS

Software Engineer, Money borrowing system

Description: Peer-to-peer lending. The borrower places the loan application, completes the approval process, and collects investments. Creditors invest money into the selected application(s).

Responsibilities:

- Development
- Tasks analysis
- Bug fixing
- Writing technical documentation

Technologies: Visual Studio 2017-2019, ASP.NET, HTML, CSS, Azure (Microservices, Service Bus, Scheduler, SQL), TortoiseGIT, Backbone.js, Entity Framework, WCF, ASP.NET WebApi.

Software Engineer, SDC Verifier

Description: Enterprise project intended to work with Femap. The software provides the additional functionality of calculating stresses and loads to an object and its parts, generates technical documentation with results of calculation, and provides GUI and 3D result visualization. The project is based on Finite elements methods.

Technologies: Visual Studio 2017-2019, TortoiseSVN, Angular, ADO.NET, SharpDX, DirectX9.0,

WinForms, WPF.

Responsibilities:

- Development
- Tasks analysis



EDUCATION

M. Sc. Degree in Applied Mathematics and Informatics, Ivan Franko National University, Lviv

