



Mike G

Senior Software Developer

Email: devops@softethica.com

Soft Skills:

Highly-committed & self-motivated Software Engineer with good communication skills and team-leading potential.

Summary

Senior Developer with good communication skills who can create Software solutions from scratch and support existing ones. As an adept of Agile methodologies, I can set up SDLC and run Scrum Team as a Team Leader

I'm also good at R&D & software products' porting, troubleshooting & support activities ensuring solutions' availability on each particular Operating System/Platform.

Expertise

Implementing SOA/Microservice Architecture for Native & Hybrid AWS-based Cloud Applications

Designing, implementing and maintaining data availability based on RDBMS

Troubleshooting Java-based Enterprise Solutions for performance and availability.

Porting Applications to set of Platforms: Unix, Windows, iOS, Android & etc.

Technical Skills

Clouds

- AWS

Programming Languages/Technologies

- Software Architecture Design/ UML/ Reverse Engineering /Design Patterns
- SaaS/SOA/RIA Research & Development
- C++
- Java
- C#/ASP.NET, C
- Python

Game Development

- Unreal Engine 4
- Unity
- Leap Motion
- Gameplay
- AI
- Networking & Replication
- Online Game Services

RDBMS/NoSQL

- MySQL
- PostgreSQL
- Redis

Message Brokers

- RabbitMQ
- Kafka

Application/Web Servers:

- Apache/Tomcat
- Nginx

Development Tools

- Eclipse/MyEclipse & Plug-ins
- Idea & Plug-ins
- Visual Studio 2019
- Visual Studio Code

Methodologies

- Agile, Scrum, Kanban, DevOps
- Test Driven Development

Operating Systems

- Microsoft Windows
- Ubuntu/CentOS Linux
- MacOS
- Android/iOS

CI/CD tools

- Jenkins

Professional Experience

Senior Software Developer, SoftEthica (August 2020 - Now)

- **Supporting eHealth** enterprise solution, based on cloud infrastructure
 - o eHealth solution performance and availability planning
 - o Lead Agile Development team
 - o Solving edge cases on Production and Live environments
 Technologies: Java, Spring, Hibernate, PostgreSQL, Redis, Jenkins, Shell
- **Supporting & Troubleshooting Solution:** collaborating with stakeholders helping to fulfill their expectation regarding non-functional requirements: performance and availability

Software Developer, Plandoro (January 2018 – July 2020)

- **Developing Education applications, game projects:** backend and Android/iOS
 - o Solution Design and implementation
 - o Team management and coordination
 - o Communication with Customer service & support

Education

Kyiv National Economic University

2017-2020, Computer Science,
Bachelor degree

Technologies: C++, Objective-C, Swift, Java/Spring, Java SE, Shell, Cmake, Unity, Unreal Engine

Software Developer, Qumaron Service Limited (February 2018 – December 2018)

- **Cross-platform Game Application:** porting project to new platforms and supporting existing ones
 - o Game Logic implementation
 - o Improving network interoperation & performance
 - o Application stabilization

Technologies: C++, Java, Objective-C, Python, Opengl, cocos2d-x, Cmake

Junior Developer, SoftServe (February 2017 – October 2017)

- **NDA:** porting project to UNIX-platforms
 - o Solution logic implementation & porting

Technologies: C++, C#, Make, Cmake

Junior Developer, 2 Bytes Game Studios (May 2014 – February 2017)

- **Multiplatform gameplay projects:** support and feature improvements on postlaunch phase of the project
 - o Game Logic and Design implementation
 - o Application stabilization

Technologies: C++, Objective-C, Swift, java, Unity, Unreal Engine 4, cocox2d-x