



Summary

Solution Architect & Team Lead Developer with good People Management skills, I enjoy designing reliable Cloud & Hybrid Enterprise-level solutions, set up Development Team and drive delivery process regarding SDLC.

I'm also good at R&D activities decreasing security risks for online bigdata processing solutions.

Expertise

Planning AWS-, GCP- and MS Azure-based multi-container enterprise-level solutions for service scalability and availability.

Designing and implementing SOA/Microservice Architecture for Native & Hybrid Cloud Applications

Designing, implementing and maintaining data availability based on RDBMS and NoSQL data storages both

Securing Enterprise-wide IT-infrastructure and IT-assets management implementing BYOD and MFA principles

Oleksii P

Solutions Architect/Team Lead Developer/Lead Developer

Email: devops@softethica.com

Soft Skills:

Highly-committed & self-motivated People Manager and Communicator with good presentation skills. Team player.

Technical Skills

Clouds

- Amazon Web Services
- Microsoft Azure

Programming Languages/Technologies

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

Game Development

- Unreal Engine 4
- Unity
- HTC Vive/Oculus Rift VRs
- Leap Motion
- Gameplay
- AI
- Networking & Replication
- Online Game Services

RDBMS/NoSQL

- MySQL
- PostgreSQL
- Cloud SQL
- AWS RDS
- Elasticsearch
- MongoDB
- 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
- Microsoft Visio

Methodologies

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

Operating Systems

- Microsoft Windows
- Ubuntu/CentOS Linux
- MacOS

Logging

- ELK

Monitoring

- Zabbix
- Nagios

CI/CD tools

- Jenkins
- GitLab CI/CD

Orchestration

- Ansible
- Vagrant

Containers

- Docker/Docker Compose

Kubernetes

Professional Experience

Lead Developer, Solutions Architect, SoftEthica (July 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
- **Supporting Solution architecture:** collaborating with other leads and architects to provide flexible and robust system design, knowledge sharing

Education

National Academy of Management

2004-2008, Information Technologies
(Artificial Intelligence),
Bachelor degree

National Academy of Management

2008-2010, Finance,
Magister degree

Lead Programmer, Ubisoft Ukraine (September 2018 – June 2020)

- **Ghost Recon Breakpoint, Core Online team:** support and feature implementation on postlaunch phase of the project
 - o Strategic team building, People management
 - o Working on Online features (Tracking, G2W, Stats, Matchmaking, Monetization, etc)
 - o Solving edge cases on Live
 - o Ensuring overall solution stability, refactoringTechnologies: C++, Python, JS
- **NDA, Core Tools team:** support and feature implementation for Production Tools group
 - o Leading team to implement critical features for Production Tools
 - o Improve overall game stabilityTechnologies: C++, C#

Technical Lead, Ubisoft Ukraine (October 2019 – June 2020)

- **Online Coding Campus 2.0:** working as main technical contact point in Kyiv for Online program to prepare online engineers for Production
 - o Full cycle of interviewing candidates, team building
 - o Adapting program to Production needs
 - o Integrating graduates in projects, MentoringTechnologies: C++, C#, Python

AI & Gameplay Programmer, Ubisoft Ukraine (August 2017 – August 2018)

- **Rainbow Six Siege, gameplay team:** support and feature improvements on postlaunch phase of the project
 - o Working on architecture refactoring for gadget system
 - o Fixing replication issues improving solution stabilityTechnologies: C++

Technical Lead, SoftServe (January 2017 – July 2017)

- **Good Technology/Blackberry Security Solution, Security Mobile team:** support and feature implementations on postlaunch phase of the project
 - o Working closely with marketing
 - o Involved in VIP Client support
 - o Adapting solution design due to OS changesTechnologies: C++, Java, Objective C
- **Game Development department:** contributed as volunteer creating gamedev direction in company
 - o Provide game development trainings

Senior PRO Mobile Developer, SoftServe (March 2015 – December 2016)

- **Good Technology/Blackberry Security Solution, Security Mobile team:** support and feature implementations on postlaunch phase of the project
 - o Adapting solution design due to OS changes
 - o Improve overall stability, Bug fixing
 - o Involved in VIP Client supportTechnologies: C++, Java, Objective C

Co-Founder, Managing Partner, Application Architect, 2 Bytes Game Studios (February 2014 – April 2017)

- **Core team:** managing presales, team coordination, operations
 - o Strategic Team Building and Management
 - o Presales & Business Development
 - o Game development coursesTechnologies: C++, Unreal Engine 4

C++ Software Engineer, Materialise Dental/Dentsply (April 2014 - March 2015)

- **Dentsply Implants:** support and feature implementations on postlaunch phase of the project
 - o Adapting solution design due to customer needs
 - o Improve overall stability, Bug fixingTechnologies: C++, C#

Server C++ Engineer, TwoDollarWeb LLC (October 2013 – April 2014)

- **Enet Poker, gambling solutions:** support and feature implementations
 - o Adapting solution design due to customer needs
 - o Developing cross-platform clients for unified server system design to Improve overall stability
 - o Security improvementsTechnologies: C++, JS

Lead Mobile Engineer, ERS Game Studios (February 2012 – October 2013)

- **iOS/Android Porting Mobile team:** porting PC projects on mobile platforms
 - o Full porting cycle
 - o Working closely with designers/artists/VFX
 - o Adapting solution design due to OS changes
 - o Application stabilizationTechnologies: Lua, C++, Java, Objective C

Game Logic C++ Engineer, Frogwares (July 2010 – September 2011)

- **MMO World of Battles, purchased units team:** support and custom units implementation
 - o Implementing new game units to purchase
 - o Working with assets to adapt unit effectsTechnologies: Lua, C++

Game Logic C++ Engineer, Electronic Paradise (September 2008 – June 2009)

- **Gameplay team:** implementing gameplay features for kid's projects
 - o Functional Design Decomposition, Requirements elicitation
 - o Development, Bug fixingTechnologies: Lua, C++

Lead C++ Engineer, NDA Bank of California (September 2006 – September 2008)

- **University security team:** creating security solution from math model from scratch
 - o Application Architecture & Solution design
 - o Math models and algorithms implementation
 - o Managing team of studentsTechnologies: C++