

Summary: I'm always growing, skilled as a Software Engineer with **10+ years** of experience, and committed to pursuing strict development practices. I'm passionate about technology and crafting insightful solutions across both mobile and web platforms to enhance user experiences. While I am deeply engaged in frontend and mobile application development, I'm continuously expanding my knowledge in backend systems to ensure comprehensive and scalable solutions.

PROFESSIONAL EXPERIENCE

Venue.ink | Senior Software Engineer | Krakow, Poland (Remote) (Feb 2025 - Jun 2025, 5 mons)

[Venue.ink](#) is a booking & payments platform for tattoo artists and studios—bringing forms, scheduling, deposits/payments, messaging, and payouts into one place. I took full ownership of the mobile initiative—shaping the architecture, partnering with the CTO, and delivering a production iOS/Android app. I also executed full-stack work tied to mobile: integrating push (APNS/FCM) and deep links, handling auth/session flows, adding web/BE endpoints needed for parity, and setting up CI/CD and release ops.

- Shipped the **iOS/Android** apps in **<4 months**.
- Launched with a **5 stars** [App Store](#) rating and strong early retention. Adoption: **> 50% of active artists moved to the app**.
- Spend impact: **significantly reduced messaging costs** by shifting SMS → PN at scale.

Stack: TypeScript, ReactJS, Tailwind, tRPC, PostgreSQL, GitHub Actions, Firebase, APNS

Moneyworld | Senior Software Engineer | Krakow, Poland (Remote) (Sep 2021 - Aug 2024, 3 yrs)

[Moneyworld](#) is a unique application that combines a savings bank account with a Tamagotchi-style game, encouraging users to save money effectively. As a Senior Software Engineer, I took charge of the frontend aspects of the Moneyworld app, focusing on delivering a seamless and engaging user experience. My responsibility extended both to the technical part (setup systems, deployment, propose and developing main features, prepare POC, bug fixing, etc.) and to the business (participated in making key decisions in project, lead interviews, brainstorm solutions to business problems).

- Successfully implemented a fully-functional gaming app with an average rating of **4.3** stars on the App Store.
- Implemented game core and real-time gaming, achieving high engagement with users visiting up to **25** times daily.
- Ensured smooth releases with a **99.97%** crash-free rate
- Utilized feedback to innovate and streamline the app, enhancing the onboarding process and reducing CAC to **\$40**

Stack: JavaScript, TypeScript, React Native, Expo, NodeJS, PostgreSQL, AWS, WebSocket.

ITMAGINATION | Senior Software Engineer | Uzhhorod, Ukraine (Remote) (Nov 2020 - May 2021, 7 mons)

[eCredits](#). Aims to revolutionize how transactions are conducted in offline retail environments, catering to both consumers and businesses. I built the eCredits system from scratch, focusing on a cutting-edge cryptocurrency wallet that integrates seamlessly with blockchain technology.

- Fully built a smooth mobile interface from scratch using React Native.
- Accelerated app readiness by **~60%** through improved blockchain sync and local transaction storage.
- Enhanced user engagement and transaction security through the implementation of camera-based QR code scanning features.

Stack: JavaScript, TypeScript, React Native, EthersJS, Cryptography libraries.

AZinec LLC | Senior Software Engineer | Uzhhorod, Ukraine (Hybrid) (May 2019 - Nov 2020, 1 yrs 7 mons)

As a Senior Software Engineer at [AZinec LLC](#), I tackled advanced technical challenges and contributed significantly to various high-impact projects. During this time, I also participated in the company's internship program and led the frontend team.

In this role, I completed the following projects: [playSports by Tennisfarm GmbH](#) and [GVAX TV](#) projects.

- Optimized rendering performance, achieving a **30%** reduction in TTI for SPAs
- Reduced app launch times by **2x** times, enhancing user satisfaction and retention.
- Improved video-streaming, reduced memory usage by **~35%** for low-performance TVs.

Stack: JavaScript, TypeScript, ReactJS, React Native, NodeJS, GraphQL, MongoDB, Google Cloud Platform, AWS, HLS, CSS.

AZinec LLC | Software Engineer | Uzhhorod, Ukraine (On-site) (Jan 2015 - May 2019, 4 yrs 6 mons)

I continued my career as a Software Engineer at [AZinec LLC](#), where I took on more complex challenges and refined my technical expertise through significant project engagements. Additionally, I actively participated in the interview process to recruit new talent.

In this position, I worked on these projects: [Wuuff.dog](#), [Statzup](#) (two white-label projects) and [GamerPro](#) projects.

- Increased user engagement by **~15%** through improving UI/UX.
- Reduced page load time by **3** seconds, enhancing user retention and SEO rankings.
- Leading interviews to identify and recruit new talent for the company

Stack: JavaScript, TypeScript, ReactJS, React Native, NextJS, CordovaJS, Reanimated, CSS.

EDUCATION

Computer Science | Master | Uzhhorod National University, Uzhhorod, Ukraine (2016 - 2018, 2 yrs)

Software Development | Bachelor | Uzhhorod National University, Uzhhorod, Ukraine (2014 - 2016, 2 yrs)

Software Development | Junior Specialist | College at "Uzhhorod National University", Uzhhorod, Ukraine (2010 - 2014, 4 yrs)