

Dima Rudeshko

Web Developer

rudeshko.net

dima@rudeshko.net

+1 (647) 924-8600

github.com/rudeshko

Career Summary

Full Stack Web Developer with over six years of well rounded, real world work experience. Self-motivated and enthusiastic to lead development teams in order to carry out challenging projects. Vast knowledge in diverse fast-growing technologies used on the market such as PHP, HTML5, CSS3, Cloud Services, NodeJS, AngularJS, Express, jQuery, and many more.

Over the years, as a lead developer I have obtained profound management skills while working in deadline-oriented environments. I was responsible for seeing high-end projects through their software cycle and implementing clients' visions in an attentive manner.

Work Experience

Treefrog Inc.

July 2017 – Present

Full Stack Developer

- Architected a backend system using Laravel, Vue.js, and Blade.
 - The system was integrated with a custom Front-end content management system and implemented using API in Laravel.
- Developed numerous custom Wordpress plugins and themes.
- Created automation applications for environment setup and faster development.
- Worked with scaling cloud-based applications.
- Developed numerous responsive, mobile-first web applications, and Progressive Web Apps.

Tapology Inc.

May 2013 – June 2017

Full Stack Lead Developer, Programmer

- Fully designed custom back-end for a schedule-based system using PHP, MySQL, AngularJS, jQuery.
 - Custom-written HTTP web service using PHP, MySQL, following all HTTP/1.1 and security standards.
 - Worked on complex scheduling algorithms for dynamic appointment dates/times.
- Programmed numerous user contest games using PHP, jQuery, HTML, CSS in Facebook Page Tabs.
- Worked on and maintained many API integrated projects using Facebook SDK and Google Maps API with user authentication.
- Designed custom libraries in PHP, jQuery, and AngularJS.
- Worked on a home automation project in C#.ul>- Wrote speech-to-text service using IBM Watson, WebSockets and worked with raw binary audio data.

- Programmed libraries for communication protocols in custom hardware using Serial ports, WiFly, and Arduino.
- Developed products that demanded quick and stable development to accommodate for high user traffic and quick server response times, while maintaining security protocols.
- Constantly updated projects to follow the latest standards and protocols such as W3C and HTTP/1.1.

K-Rain Manufacturing Corporation

August 2015 – January 2018

Freelance Web Developer, Back-end Programmer

- Developed a website back-end that controls water sprinkler devices all around the world using Cloud technology. Device data is stored in a MySQL Database.
- Wrote a background CLI PHP program that communicates device data in binary format to the devices' firmware through sockets.
- ~1000 simultaneous connections (and growing) to the Cloud Server through TCP Sockets.
- Working with binary calculations in real-time for faster device communication.
- Front-end client interface is a combination of jQuery, PHP, and HTML; Used to update settings that are sent to the hardware.
- Created an HTTP Web Service for mobile apps to interact with the server, with full user authentication.

York Regional District School Board - IT Department

September 2011 – January 2012

CO-OP: System Administrator, Assistant, Inventory Clerk, Hardware Repair

- Learned about how server network should be set up and its security requirements in big companies.
- Assisted in computer diagnostics and hardware repair; helped with server setup for school services.

Education

Seneca College

September 2012 – April 2015

Advanced Diploma in Computer Programming and Analysis (CPA)

Richmond Hill High School

September 2010 – June 2012

Kyiv School of SEO/Web Development

September 2007 – July 2008

Learned Basics of Web Development, Web Design, and other Web Technologies such as SEO. Collaborated with a team of web developers on various projects.

Technical Skills

PHP/HTML/CSS

Profound knowledge of object-oriented programming in PHP as well as front-end development using DOM structures in HTML. Skilled in CSS and its frameworks – SASS, LESS. Vast experience with PHP frameworks such as Laravel and Wordpress.

Databases

Relational SQL Databases, Amazon AWS RDS, MongoDB.

JavaScript

Vue.js, AngularJS, jQuery, AJAX, NodeJS, Express, React.

NPM, Promises, Webpack.

Git

Good knowledge of version control tools such as Github, Gitlab, Bitbucket, and Team Foundation Version Control.

Data Algorithms

Big-O notation, Hashing (tables and functions), Bitwise operations, Iterative vs Recursive algorithms, Queues vs Stacks, Maps, Binary heaps, Binary trees, Red-black trees, 2-3 trees, Linked lists, Sorting: Insertion, Bubble, Selection, Merge.

Data Communication Protocols

TCP Sockets, WebSockets, NFC, HTTP.

HTTP Web Services

Cloud-based REST Web Services that handle web application requests, and/or mobile apps.

Custom written from ground up following all the standards of HTTP/1.1 protocols.

Secure and Reliable protocols.

Extensive understanding of API Web Services – JSON/XML.

Cloud Services

Amazon AWS EC2, S3, Google Cloud Platform, Auto-scaling groups, Launch configurations.

Other Programming languages

C#, C++, C, Java, Lasso.

Other Technologies

Apache, Nginx, LAMP and WAMP stacks, Vagrant, Docker, Blade templates, Facebook SDK, Google

Maps/Locations API, ASP.NET, AngularJS, Intermediate knowledge of Adobe Photoshop, Adobe Illustrator.

Personal Projects

Google Chrome Extension for Bookmark management

- Created an extension using HTML, jQuery, CSS, and Chrome API for Google Chrome browser that displays bookmarks in a user-friendly interface which can be accessed by a keyboard shortcut.
- Links can be easily added and edited using a simple and intuitive setup screen.

3D modelling in Autodesk 3ds Max

- As a hobby, learned fundamentals of 3D modelling by creating a detailed version of a BMW M3 using blueprints of the car and online photos for reference. The vehicle was later adjusted and exported into a Grand Theft Auto: San Andreas game, which was fully drivable by the player, and in-game NPCs.

- At Seneca College, designed a procedurally generated train track using MAXScript, and mathematical 3D calculations to build the rails of the track, as well as animate the train to move along it.
- Developed shaders for the game engines in DirectX, and OpenGL

Portfolio

To see my portfolio, please visit rudeshko.net.

References

References are available upon request.