

Dima Rudeshko

Full Stack Developer

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Career Summary

Full Stack 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, NodeJS, Vue.js, jQuery, Laravel, Cloud Services, 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 autoscaling applications on AWS using EC2 instances, launch configurations, target groups, Route 53 and RDS instances.
- Created Linux and Mac applications to automate environment setup, and make the deployment faster using Vagrant.
- Developed custom WordPress plugins and themes, as well as bootstrapping solutions to speed up the development process.
- Developed numerous responsive, mobile-first web applications, and Progressive Web Apps.

Tapology Inc.

May 2013 – June 2017

Lead Developer, Software Engineer

- Fully designed a custom cloud-based system for appointment scheduling using PHP, MySQL, AngularJS, jQuery.
 - Architected and developed a custom HTTP web service infrastructure using PHP, MySQL, that followed all HTTP/1.1 and security standards.
 - Worked on complex scheduling algorithms using Big O notation for optimized performance.

- Worked on and maintained many API integrated projects using Facebook SDK, Google Maps API, OAuth, and geolocation.
- Developed a home automation project on custom computer boards and microcontrollers.
 - Developed speech-to-text service using IBM Watson, WebSockets, and AI tools that used raw binary audio from the microphone and converted it into text, which performed requested tasks.
 - Programmed libraries for communication protocols in custom hardware using Serial ports, WiFly, and Arduino microcontrollers.
 - Created custom libraries for Arduino boards to interact with sensors.
- Built custom IoT & Smart Home hardware and software in Windows IoT Core and Raspbian.
- 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.
- Designed custom libraries in PHP, jQuery, and AngularJS.
- Developed and architected digital signage solutions on Scala Enterprise.
- Created numerous user contest games using PHP, jQuery, HTML, CSS on Facebook Page Tabs.

K-Rain Manufacturing Corporation

August 2015 – January 2018

Freelance: Software Engineer, Full Stack Developer

- Developed a website back-end that controls water delivery systems all around the world using Cloud technology.
- Created a PHP program that communicates device data in binary format to the devices' firmware through sockets and synchronizes it with the web app.
- More than 1000 simultaneous connections to the Cloud Server through TCP Sockets.
- Worked on binary calculations and bit operations for fast and secure device communication.
- Created an HTTP API Web Service for mobile application to interact with the server, including user authentication service, tokenization and session management.
- Front-end client interface consisted of jQuery, PHP, and HTML that matched the mobile application.

York Regional District School Board - IT Department

September 2011 – January 2012

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

- Learned about server network set up and security requirements in large 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).

Took advanced game development courses where I worked in a team to develop a custom game engine, as well as 3D modelling course.

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.

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, SASS, LESS. Vast experience with PHP frameworks such as Laravel and WordPress CMS.

Databases

Relational SQL Databases, Amazon AWS RDS, MongoDB.

JavaScript

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

NPM, Promises, Webpack.

Git

Vast 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, Sketch, 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 and Game Development

- 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
- Worked on a custom game engine for easier game development.
- Learned game engine architecture and game physics.
- Developed custom game shaders for custom lighting and visual effects.

Portfolio

To see my portfolio, please visit rudeshko.net.

References

References are available upon request.