[Volodymyr Shvachko]

[Senior Engineer / Lead]

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Summary of Qualifications	I have much experience in JavaScript for the last time it's a React Native. Previously I had some projects on React. If we are count in years, that RN 3+ years and also 3+ years clean React. 3+ years experience as mentorship and lead of projects (tech way).
Skills	**Programming Languages/Technologies**

Skills

Programming Languages/Technologies
- JavaScript/DHTML/HTML/CSS/Ajax
- SASS
- LESS
- Styled components
- Redux
- React Hooks
- Websocket
- RESTful

RDBMS
- Firebase
- AWS

Methodologies
- Agile, Scrum
- Pair Programming

Frameworks
- React Native
- React
- Electron

Development Tools
- WebStorm

Operating Systems
- MacOS
- Linux Ubuntu

Experience

Takeoff

Project Description:	Project DescriptionTakeoff sets up and runs micro fulfilment centres in grocery stores around the world. The company has software and different processes that helps both the grocer and the customer get what they want and need —as well as a picker or shopper to get their job done and fulfil a customer's order at the highest possible quality with relative ease while working alongside grocery store employees.Two main project goals were: •Design the generic framework for the mobile application that is used during the full cycle of micro fulfilment process; •Develop the Inventory Adjustment functionality as the scope of MVP to proof the feasibility of the solution and ability of its further expansion.
Customer:	Takeoff Technologies
Involvement Duration:	1 year 4 months
Project Role:	Web UI Software Development / Lead
Responsibilities:	▪ Architecture and design; ▪ Knowledge sharing, coaching; ▪ Requirement analysis and clarification; ▪ Estimation, prioritization, and distribution of tasks; ▪ Code development; ▪ Development build and deployment scripts;
Project Team Size:	25 team members
Tools & Technologies:	Webstorm, React Native, React Hooks, Firebase, Android Studio, Jira, Zebra devices, Storybook, SonarCube, Github, Figma, REST, Confluence, SDLC, Scrum, Miro.

KW Command Mobile

Project Description:	A technology company that provides the real estate platform that our agents' buyers and sellers prefer. Keller Williams thinks like a top producer, acts like a trainer-consultant, and focuses all its activities on service, productivity, and profitability.
Customer:	US company
Involvement Duration:	1 years
Project Role:	React Native Engineer / Lead
Responsibilities:	- Architecture and design; - Knowledge sharing, coaching; - Requirement analysis and clarification; - Estimation, prioritization, and distribution of tasks; - Code development; - Development build and deployment scripts; - Product support.
Project Team Size:	50-55 team members
Tools & Technologies:	React Native, GraphQL, AWS,

[Carea]

Project Description:	Community Health Centre (pronounced Care-ee-ah) is a registered charitable organization providing a variety of free, community programs and services to people of all ages across Oshawa, Whitby, Ajax and Pickering.
Customer:	US company
Involvement Duration:	1 year
Project Role:	React Native Engineer
Responsibilities:	- Requirement analysis and clarification; - Estimation, prioritization, and distribution of tasks; - Code development; - Knowledge sharing, coaching; - Development build and deployment scripts; - Architecture and design;
Project Team Size:	8-10 team members
Tools & Technologies:	React Native, Redux, Java, SQL DB

[Dimo]

Project Description:	As one of the leaders in Indonesia financial technology, DIMO has established a solid payment ecosystem that gives consumers access to payment freedom utilizing multipartner cooperation.
Customer:	Asian company
Involvement Duration:	8 months

Project Role:	React Native Engineer
Responsibilities:	- Requirement analysis and clarification; - Estimation, prioritization, and distribution of tasks; - Code development; - Knowledge sharing, coaching; - Development build and deployment scripts; - Architecture and design;
Project Team Size:	10-11 team members
Tools & Technologies:	React Native, Redux, Node.JS, MongoDB – no SQL

[MillionMind]

Project Description:	MillionMind has a proprietary quiz platform that is designed based on gamification thinking. We add gaming mechanisms such as time, points, leaderboards, challenges, levels and more. Our strength lies in the combination of modern design, many different question types that create variety and the element of gamification. In addition, all activity is measured and basic user behavior analyzes can easily be done using the comprehensive statistics.
Customer:	Sweden company
Involvement Duration:	3 years
Project Role:	React Engineer
Responsibilities:	- Code development; - Knowledge sharing, coaching; - Development build and deployment scripts;
Project Team Size:	15-20 team members
Tools & Technologies:	React, Redux, Java, SQL DB

Education

National Aviation University
Electronics and Telecommunications
Kyiv