

Sviatoslav Vilkovych

Lviv, Ukraine

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EXPERIENCE

MATABOO, Remote — C++/Unreal Engine Software Engineer

FEBRUARY 2023 - PRESENT

Participation in every part of every stage of development, porting and upgrading the old codebase, writing tests, adapting code to new consoles.

Symphony Solutions, Lviv, Ukraine — C#/C++ Software Engineer

FEBRUARY 2017 - FEBRUARY 2023

I was doing full SDLC for multiple REST APIs for a client who is a leading software and consulting company focused on supply chain planning. For the same client, I was doing a maintenance of a huge codebase and developing new features in a monolithic C++ application following Scrum principles.

Freelance, Remote — C++ Software Engineer

JANUARY 2016 - JANUARY 2017

Several projects where I decided to try out my knowledge starting from simple data structure help for a student and ending with development of a OpenGL project that involves computer vision, point cloud manipulation, segmentation algorithms, and pattern matching.

EDUCATION

Lviv Polytechnic National University, Lviv, Ukraine — Bachelor's degree

SEPTEMBER 2015 - JUNE 2021

I graduated with a diploma in applied mathematics, Institute of Applied Mathematics and Fundamental Sciences. During studies, I had been participating in universities computer science Olympiads, studying basics of Arduino and taking breaks from time to time.

LANGUAGES

English (B2+), Ukrainian (native)

PROJECTS

Archiver — *Qt/C++/zlib*

A simple, flexible archive program with UI for managing photo files that I developed for my friend. Chosen technology is rather random, as it was before my commercial experience.