

Authorized to work in the US | No sponsorship required.

Software Engineer & Architect

20+ years of experience building software systems, leading technical initiatives, and operating large-scale distributed platforms processing hundreds of millions of operations daily.

- Proven track record delivering mission-critical platforms while improving reliability, scalability, and reducing infrastructure costs by **up to 20x**.
- Ranked in the **top 0.18%** of a national algorithmic competition (All-Ukrainian Olympiad).
- Specializes in scalable distributed systems, microservices, cloud-native platforms, and large-scale legacy modernization.
- Combines hands-on software engineering with architecture, technical leadership, and cross-team execution.
- Master's Degree in Computer Science, Specialization in Artificial Intelligence

Selected Impact

- Reduced infrastructure cost from \$960K to \$48K annually.
- Reduced platform costs from \$260K to \$10K annually.
- Designed systems processing 150M+ daily updates.
- Modernized services operating at ~1M operations/sec.
- Delivered production systems on multi-terabyte datasets.
- Reduced architectural complexity of a mission-critical platform comprising ~5,000 test scenarios.

Technical Skills

Languages: Java, Kotlin, Groovy, TypeScript, Python, Rust, C++

Backend Development: Spring Boot, RESTful APIs

Architecture: Distributed Systems, Microservices, Event-Driven Architecture, Domain-Driven Design (DDD), Concurrency, High-Load Systems

Cloud & Infrastructure: AWS, Azure, GCP, Kubernetes

Data & Storage: PostgreSQL, CosmosDB, MongoDB, Redis, Elasticsearch

Streaming: Kafka, RabbitMQ

Data Platforms: Apache Spark

DevOps & CI/CD: Terraform, Helm, Jenkins, Git

Quality Engineering: Unit Testing, Test Automation, Test-Driven Development (TDD)

Observability: Prometheus, Grafana, ELK Stack, Splunk

AI-Augmented Engineering: LLM assisted code review, technical documentation, knowledge-base navigation

AI / Data Science: TensorFlow (Keras), PyTorch, Jupyter · Computer Vision (motion estimation)

Delivery & Collaboration: Agile Scrum, Sprint Planning, Story Sizing, Cross-Functional Team Collaboration

Career Experience

Walmart — Staff Software Engineer (2024–2026)

Transformed complex legacy systems into maintainable platforms, generating ~5,000 automated test scenarios and ~2,000 executable use cases while rewriting core functionality in mission-critical systems operating at ~1M ops/sec.

PODS — Senior Software Engineer (2023–2024)

Designed and delivered a multi-region cloud-native data platform on Azure, providing secure, scalable REST access to Kafka streams with high availability, resilient networking, and production-grade operations.

Carbo Ceramic — Chief Software Architect (2023)

Led cloud platform architecture transformation, reducing annual infrastructure costs by 96% (\$260K to \$10K) while establishing a roadmap for long-term scalability, security, and operational stability.

Walmart (EPAM) — Staff Software Engineer (2020–2023)

Re-architected and modernized a mission-critical platform processing 150M daily updates on a 3TB CosmosDB dataset, reducing annual processing costs from \$960K to \$48K while improving scalability, reliability, and operational efficiency.

Anadarko (EPAM) — Lead Software Engineer (2019–2020)

Re-architected and implemented critical components of an IoT platform, improving reliability, security, and data freshness while achieving near real-time processing (<5 min SLA) and sustained zero-downtime operation.

Vanguard (EPAM) — Solution Architect (2018–2019)

Architected the modernization of a large-scale monolithic platform, replacing a scalability-constrained GemFire architecture with a microservices architecture and delivering the first production migration using the Strangler pattern; independently introduced OSGi-based modularization for Eclipse RCP, enabling decoupled team development and independent release cycles.

EPAM Competency Center — Solution Architect (2016–2018)

Influenced engineering practices across a 20,000+ engineer organization by establishing microservices reference architectures, release strategies, and architecture standards for large-scale adoption.

Datalex — Lead Software Engineer (2016–2018)

Led the re-architecture of a large-scale monolithic platform with 50 customer customizations, scaling the engineering team from 6 to 50 developers while delivering critical releases for airline clients including COPA and JetBlue.

Early Career Experience (2007–2016)

EPAM — Lead Software Engineer

Delivered software solutions for financial and content management platforms, including True Trade Forex and Copyright Clearance Center.

Demandware (Astound Commerce) — Lead Software Engineer

Delivered e-commerce solutions for global brands including UGG, Adidas, Hugo Boss, Crocs, and Guthy-Renker.

TeamDev — Senior Software Engineer

Developed commercial desktop and scientific software products, including ComfyJ, JExcel, and RosettaBio Syllego.

Softline — Java Software Engineer

Delivered enterprise and public-sector software, including a Ford dealership platform and a national cultural portal.

Education

Master's degree in Computer Science (Artificial Intelligence Specialization)

Kharkiv National University of Radio Electronics, Ukraine – 2017

Completed concurrently with full-time Solution Architect role at EPAM

Bachelor's degree in Computer Science

Kharkiv National University of Radio Electronics, Ukraine - 2009

Awards

- Top 0.18% in national algorithmic contest (All-Ukrainian Olympiad, 2005, government-sponsored student competition)
- Consistent top performer in regional and national programming competitions (2001–2005)
- Hackathon winner — Quantum game (led team to deliver a winning solution, 2014)