Danylov Oleksandr

C# / .NET BACKEND DEVELOPER (ASP.NET CORE), 55 000 ГРН.

26 жовтня Місто: Харків

Вік: 58 років
Режим роботи: повний робочий день, віддалена робота
Категорії: IT, WEB фахівці

Увійдіть або зареєструйтеся на сайті як роботодавець, щоб бачити контактну інформацію.

Досвід роботи

C# Developer, Backend Logic (Unity 6000.3.15)

Home Planner (homeplannerapp.com) (IT),
09.2022 – 10.2026 (4 роки)

Обов'язки:

Cross-platform (iOS, Android, macOS) AI-powered 3D interior design and home planning application: precise 2D/3D floor plans, room scanning, AI restyling in 20+ design styles, a catalog of 400,000+ items from 30,000+ real brands, 4K renders and 3D export; 20M+ users.

- As part of the development team, implemented the C# business logic of the application on Unity 6 (6000.3.15) using an MVC-based architecture (models, controllers, utility classes).
- Applied OOP and 3D math to floor plan, room and object logic; debugging and bug fixing.
- Developed interaction logic between movable objects.

Software Developer (C#, Java, SQL, Unity)

Self-employed (IT),
12.2017 – 09.2022 (4 роки 9 місяців)

Обов'язки:

Cooperation with Companies:

- **MobiDev**: Spring Boot CRUD application development; migrated the e-mail module from JavaMail API to Gmail API.
- **MeralDev**: Spring Boot, Spring MVC applications development; front-end development (administrative panel).
- **SGS Universal**: PostgreSQL database migration scripts (create / alter databases) for a gaming site and other projects.
- **Mult VR**: Unity 3D application in C# for an oil and gas industry project.
- **Fortis RP, Rise RP**: RAGE MP multiplayer game application in C# and Node.js.

Освіта

Kharkiv Institute of Radio Electronics (KhIRE) (Харків)

Спеціальність: Postgraduate Studies, Automated Control Systems and Information Technologies
повна вища, 05.1996 – 12.1996 (7 місяців)

Kharkiv Polytechnic Institute (Харків)

Спеціальність: Engineering-Physics Faculty, Chair of Automatic Control of Motion

повна вища, 09.1985 – 05.1993 (7 років 7 місяців)

Знання мов

Англійська - Вище середнього, Українська - Високий рівень (вільно), Російська - Професійний (експерт)

Додаткова інформація

Знання комп'ютера, програм: Resume you can download from my linkedin profile: www.linkedin.com / in / oleksandryurjevichdanylov. C# / .NET Backend Developer, moving into commercial ASP.NET Core work. 24+ years in software development, 4 years of production C# on a 3D application with 20M+ users. Looking for my first commercial .NET backend role. ASP.NET CORE (what I already work with): • Web API (REST) and Minimal APIs • Routing • Middleware pipeline • Dependency Injection / IoC (built-in ASP.NET Core container) • CRUD applications ACHIEVEMENTS • Built the C# business logic of Home Planner (20M+ users) in an MVC-based architecture; kept domain logic in plain C# classes with minimal engine dependencies for loose coupling and testability. • Delivered Java backend work (MVC, JDBC, PostgreSQL/MySQL), including migrating an e-mail module from JavaMail API to Gmail API; wrote PostgreSQL migration scripts for production projects. • 24 years of mission-critical real-time software (spacecraft, nuclear power plants, industrial automation): debugging and reliability are second nature. TECHNICAL SKILLS Programming Languages: C#, SQL, Java, C++, JavaScript (Node.js) Frameworks & Engines: ASP.NET Core, Spring Boot, Spring MVC, Java EE 7, Java SE 8, Node.js, Unity 6, .NET class library (within Unity) Databases: PostgreSQL, MySQL, relational database design, JDBC Version Control: Git IDEs & Tools: JetBrains Rider, IntelliJ IDEA Operating Systems: Windows, Linux (Ubuntu) RELEVANT SKILLS • REST API • Dependency injection (DI) • Inversion of Control (IoC) • Routing • Minimal API • Middleware • CRUD applications • Object-oriented programming (OOP) and design • Algorithms and data structures • Exception handling, debugging, troubleshooting • C# business logic for 3D applications (Unity) • 3D math and linear algebra Certifications (links to each certificate are provided in the resume): - Complete C# Unity Game Developer 3D - Learn C# and Make a Videogame with Unity 2020 - AWS Essentials - Java Database Connection: JDBC and MySQL - JSP, Servlets & JDBC for Beginners: Build a Database App - JSF - Java Server Faces for Beginners: Build a DB App - Spring & Hibernate for Beginners (incl. Spring Boot) - JUnit Tutorial for Beginners - JavaScript Essentials - jQuery and AJAX for Beginners - HTML5 and CSS3 Fundamentals TEST RESULTS Brainbench (brainbench com, Transcript ID 3781049), score out of 5.00: • C# 5.0: 3.94 (2014) • C++11: 4.55 (2013) • C++ Fundamentals: 4.09 (2013) • C++: 3.90 (2013) • C11: 4.26 (2013) • C: 3.99 (2013) • C Fundamentals: 3.88 (2013) • Spring 4.0: 3.48 (2019)

Мета пошуку роботи, побажання до місця роботи: A collective of like-minded people. Friendly atmosphere in the team.