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Bohdan Shtepan

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I am a software engineer with more than 5 years of experience in developing and leading projects. Throughout my career, I have built and managed systems from small to large in the e-commerce, media, and cybersecurity industries. I have worked with product teams, implementing solutions in the cloud and working with several technologies and services.

Work Experience

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|--|--|----------------------------|
| Lead Software Engineer | Exabeam
Kyiv, Ukraine | Apr 2020 – Present |
| <ul style="list-style-type: none">Led a team of 3 engineers to build a big-data ingestion pipeline with 99.99% availability, that was adopted by 90% of customers. Built using Python, Kafka, Elasticsearch, and MongoDB.Built and deployed a production-grade monitoring system across 100+ clusters, achieving availability of 99.9% in 2020, and adoption by 150+ customers. Used Go, Prometheus, Watchdog, and Datadog.Led the design and implementation of 15+ backend services across 30 engineers. Delivered 2nd most lines-of-code committed and code reviews out of 14 team members. Used Python, Go, and Scala. | | |
| Senior Software Engineer | Exabeam
Kyiv, Ukraine | Apr 2017 – Apr 2020 |
| <ul style="list-style-type: none">Developed and shipped over 30 customer-facing features which were incorporated by 130+ customers worldwide, including 16 from the Fortune 500 list and 3 in the government sector. Built using Scala and JavaScript.Drove architecture improvements by adopting SOA architecture, utilizing CI/CD practices, which enabled multi-node scale leading to an increase in availability to 99.9% and 100% performance boost. Used Python, Docker, and Ansible.Improved maintainability of core services by migrating the code-base to Python 3, reducing total LOC from 120,000 to 90,000, and integrating code coverage tools into the CI pipeline used across 4 departments and 70+ developers. | | |
| Middle Software Engineer | Praxent
Kyiv, Ukraine | Jul 2016 – Apr 2017 |
| <ul style="list-style-type: none">Built and rolled out an image processing pipeline, supporting 100-200 concurrent tasks, for an IoT project hosted on 100+ machines around the continent. Built using JavaScript, Node.js (Electron), and Angular.js.Scaled up an online ticketing platform by adopting microservice architecture which led to an increase in availability to 99.5%, latency decrease by 40%, and 2x performance boost. Used C#, ASP.NET, React, and SQL Server.Improved the availability of the user-facing e-commerce web service from 95% to 99.9% by implementing and rolling out a read-through object cache layer. Built using Redis, PHP, and WordPress. | | |
| Full-Stack Software Engineer
Freelance | Elance-oDesk
Kyiv, Ukraine | Jan 2014 – Mar 2016 |
| <ul style="list-style-type: none">Designed and built a B2C e-commerce experience offering product catalog, user management, and checkout page which outgrew to an average 310,000 monthly users in the first year. Built using PHP, WordPress, and MySQL.Developed and integrated user auth service offering RBAC security and rate-limiting policies which led to a decrease in system resources usage by 20% and server latency drop by 35%. Built using C#, ASP.NET, and SQL Server.Developed notification service to send e-commerce promotions which led to a 70% conversion rate increase. Built using PHP, MySQL, and Mailchimp. | | |
| Junior Software Engineer | Web Solution Agency
Odesa, Ukraine | Sep 2013 – Dec 2013 |
| <ul style="list-style-type: none">Learned JavaScript and reduced open ticket backlog by 25% in 4 months.Implemented and delivered 4 custom jQuery plugins. | | |

Junior Software Engineer

FutureWeb UA
Odesa, Ukraine

Jun 2013 - Sep 2013

- Learned HTML and CSS to help a team deliver the next-generation user-facing products.

Education and Certifications

- **B.Eng. Cereal Processing Technologies**, National Academy of Food Technologies, Odesa, Ukraine. **2010–2014**

Technologies and Languages

- Languages: Python, Go, C++, JavaScript, C#, TypeScript, PHP.
- Technologies: Kafka, Elasticsearch, MongoDB, Redis, MySQL, Docker, Ansible, Node.js, Prometheus, Angular.
- Other: Distributed systems, Big data, OOP, TDD, Data structures, and algorithms.

Projects

- **Go Template Library** - is a set of extensions to the Go's standard library providing some of the most widely used data structures and algorithms written in Go 2. See the source [on GitHub](#).
- **Intouch** - is a programming SDK build around vk.com API exposing most of the social platform features including messaging, news feed fetching, communities, and media management. See the source [on GitHub](#).
- **Paper Ripple** lets you add a Material Design ripple effect to any UI elements on your web page. See the source [on GitHub](#).