



## Yuriy Kulkov

### Software Engineer / Frontend Developer

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<https://github.com/Mur4ik>

## Profile

My own path as software developer starts from High school. At this moment it is over 15 ears of commercial projects development. Through this long journey I have faced with different types of tasks and challenges in various technologies and programming languages. I prefer not to change companies to often. It is took me enough time to grow in specific direction and technology stack. Now I want to deep dive into modern frontend frameworks such as React, Angular, Vue and become more experienced developer in CSS, HTML. Also I am interested in crossplatform mobile development (for example ReactNative).

## Work Expirience

### **SOFTWARE ENGINEER, SKYWIND TECH BY, MINSK, BELARUS. 2017 - 2022.**

Started as Game Developer for online gambling. Later become a part of core team. My responsibility was developing game engine and top-level frameworks/modules for various casino game types. Key knowledge and experience: JavaScript, TypeScript, PIXI.js, NPM, Webpack, Gulp, Electron. Later works as lead developer on online automation tests platform for our games and services. It is allow to write tests online and run them by hand or scheduled run on desktop and mobile devices browsers. Also integrate this platform with Jenkins, Jira, TestRail. Key knowledge and experience: JavaScript/TypeScript/HTML/CSS/Bootstrap/Handlebars (frontend), JavaScript/TypeScript/Node.js/Express.js/NATS/WebSockets/Docker/Appium/Puppeteer/Cucumber/Gherkin (backend).

### **GAME DEVELOPER AND CORE SOFTWARE ENGINEER, SINTER TECHNOLOGIES, MYKOLAYIV, UKRAINE. 2014 - 2017**

Started as a Flash Game Developer. Later worked as lead developer in crossplatform games and tools for gambling. Our team developed game engine using Java/libGDX/GWT/JavaScript for Web, Android, iOS. Also we developed automation testing framework based on Cucumber/Gherkin. Participation in backend games development. Key knowledge and experience: Flash, ActionScript3, JavaScript, Java, GWT, OpenGL ES, WebGL, WebSockets, Cucumber.

### **FREELANCER, MYKOLAYIV, UKRAINE. 2008 - 2014**

I created a lot of interactive banners, games, sites and apps on modern in that time web-technology Adobe Flash. Most challenging projects were: online T-Shirt prints designers, online post cards designer, online gift cards designers, and a lots of casual games for social networks VK, Facebook, OK, Mail.RU. Tool for automation integration web Ads into third-party games. Support and develop improvements and plugins for opensource ActionScript IDE (FlashDevelop) on C#. Key knowledge and experience: OOP, ActionScrip, Flex, JavaScript, MVC framework RobotLegs.

**GRAPHIC ARTIST FOR OUTDOOR ADVERTISEMENT AND PRINT PRODUCTION, CONCEPT  
MYKOLAYIV, UKRAINE. 2002 - 2008**

Drawing art and 3D modeling concepts for outdoor advertisement and print production. Key skills and experience: Adobe Illustrator, Adobe Photoshop, Corel Draw, 3D Studio Max.

## Education

Mid-level specialized secondary education. Setup and design of computer system and computer networks.

## Skills

Understanding software development principles and production stages:

- OOP, design patterns, SOLID, KISS, DRY etc.
- Semver, NPM, GIT, Jenkins, CI, CD

Strong knowledge: JavaScript, TypeScript, Node.js.

Medium knowledge: Java, C#

Basic experience in HTML, CSS, Bootstrap, Vue.js, React.js, Webpack, Gulp,

Automation testing experience: Puppeteer, WD.io, Selenium, Appium.

Other: Swift, SwiftUI, Docker, NATS, WebSockets, Socket.io, WebGL, OpenGL ES

## Languages

English: B1

Ukrainian: native

Russian: native

## Spare time

Spend time with Family and friends. Play guitar, chess, ping-pong. Participate at various game AI challenges like Codingame, Russian AI Cup, EPAM Bot Challenge etc.