

VLADYSLAV LUKYANENKO

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EXPERIENCE

Opacity Labs

Founding Senior Software Engineer

Remote

February 2024 - Present

- As the first fulltime hire, actively participated in initiatives and technical demonstrations that contributed to successfully raising \$12 million from Breyer Capital et al.
- Build groundbreaking product that is a first of its kind in the market, allowing developers to interact with 3rd party APIs with a simple one liner
- Excelled in building functionalities rapidly, showcasing strong skills in fast-paced, agile software development.
- Technologies worked with: Lua, Rust, Swift, Objective-C, Typescript

Formal (YC S20)

Founding Senior Software Engineer

Remote

March 2023 - December 2023

- Actively participated in initiatives and technical demonstrations that contributed to successfully raising \$5 million from ThriveCapital shortly after joining in May 2023.
- Successfully implemented features based on customer feedback, demonstrating responsiveness to client needs and adaptability in development.
- Transitioned the system to an event-driven model, enhancing scalability and responsiveness.
- Excelled in building functionalities rapidly, showcasing strong skills in fast-paced, agile software development.
- Worked closely with design partners to co-develop and rapidly iterate on innovative solutions, effectively meeting partner requirements and enhancing product functionality in a fast-paced startup environment.
- Technologies worked with: Golang, Buf.Build, Docker, Terraform, Protobuf, Kafka, Github, PostgresDB, DynamoDB, Airplane, AWS Fargate, Github Actions

TicketGenie

Senior Software Engineer

Remote

September 2022 - February 2023

- Created, architected a microservice architecture and refactored a monolith
- Mentored and onboarded new engineers
- Built a TicketMaster distributed scraper that would handle 1000s of requests per second
- Technologies worked with: Golang, RabbitMQ, PostgresDB, Redis, Github Actions, Terraform, Ansible, ArgoCD, AWS EKS, Docker, Kubernetes, Protobuf, Buf.Build

Nate Tech

Senior Software Engineer

London, UK

April 2022 - September 2022

- Consumer business focused on automation of purchases by users on any website with flexible payment methods
- Worked on the core automation team & responsible for building the essential technology stack to make Nate work
- Within 3 months, took Nate from a lack of automation to automating purchases at scale
- Responsible for bypassing anti-automation software deployed by merchants
- Mentored new engineering hires on SOLID principles and teaching them methods of automating purchases on merchants
- Technologies worked with: AWS SQS, CodeArtifact, CircleCI (CI/CD) , Docker, Kubernetes, Python 3, Golang, Poetry

TicketGenie

Senior Software Engineer

Remote

July 2021 - August 2022

- Created, architected a microservice architecture and refactored a monolith
- Mentored and onboarded new engineers

- Built a TicketMaster distributed scrapper that would handle 1000s of requests per second
- Technologies worked with: Golang, RabbitMQ, PostgresDB, Redis, Github Actions, Terraform, Ansible, ArgoCD, AWS EKS, Docker, Kubernetes

GraphLabs

Lead Software Engineer

Remote

June 2021 - February 2022

- Provided strategic leadership to a multi-national team of developers for continuous process and performance improvement.
- Ensured on-time completion of IT projects by implementing best suitable practices and techniques.
- Managed a team of around 10 engineers from around the globe
- Technologies worked with: Golang, RabbitMQ, Redis, CircleCI (CI/CD), Docker, Kubernetes, Grafana, Cassandra, NodeJS

ProjectIndustries

CEO & Lead Developer

Remote

February 2020 - June 2021

- Enhanced user base and overall user satisfaction by evaluating feedback and conducting initiatives for product adjustments.
- Drove strategic initiatives for designing, coding, and testing solutions while directing a multi-national team of developers
- Client-facing packaged software written mostly in C#, which automates purchasing of goods from a click of a button
- Private Backend API enabled full automated checkout, including handling of 3DS card payment processing
- Launched the company with negligible working capital and turned over £100k in revenue within the first 10 months
- Technologies worked with: C#, NestJS, C++, NodeJS, Redis, MongoDB, Java

SKILLS

Programming Languages:	Golang, C#, Javascript/Typescript, Lua, Rust, Swift, Objective-C
Tools:	Git, Kubernetes, Docker, Github Actions, CircleCI, ArgoCD, Terraform, Ansible, Protobuf
Languages:	Ukrainian, Spanish, Russian, Polish