

## Roman Ilchyshyn

**Location:** Lviv, Ukraine

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**Education:** Ternopil National Technical University, BCS (2011-2015)

**Languages:** English (upper-Intermediate), Ukrainian (native)

**Programming languages:** Go, Python, basic Javascript, Swift

### Backend:

*Dec/2023 - Mar/2024:* **Golang Engineer** at StarOps (remote, part-time).

- Video to text summarization tool utilizing LLM. **Toolbox:** golang, docker, postgres (with sqlc/sqlboiler), echo, OpenAI APIs.  
Evolving POC-stage product to make it more maintainable, testable and ready for release: refactoring, bugfix.

*Feb/2022 - Dec/2023:* **Software Engineer** at Bitrise (remote).

- CI/CD platform for mobile app developers, build infra team. **Toolbox:** golang, docker, postgres (via sqlc), anka, grpc.  
Build new and support existing infra services: design, migration, monitor, document.  
Build config parsers, agents, cli tools, other cli wrappers.  
Testing: unit, integration, test plans for manual.  
Being on call.  
Work with platform, data science, frontend and product teams.  
Projects I worked on:
  - Internal platform yaml config parser. Refactoring, extending to new requirements. Integrating into existing services.
  - Build scheduling orchestrator (legacy): refactoring, migration to up to date deps, migration to new company standard instruments like gorm -> sqlc.
  - VMs preboot service: start/stop vm of specific configurations in gcp cloud. Implement circuit breaking on gcp faulty behavior.
  - High level system monitoring service: scheduling builds and collecting data for datadog. Prepare/update "golden" builds.
  - Simple license management CRUD service to make users reuse licensed software (like unity) in builds. Integration with scheduling & site.Occasionally took part:
  - Wrapper on anka CLI.
  - Custom nomad driver to start mac VMs.
  - Build images automation tool.

*Oct/2021 - Feb/2022:* **Golang full stack developer** at Sigma Software (Lviv, remote).

- Code security scanning project, shared services team.  
Tasks: microservices development: work with architecture team, unit & integration testing, simple React frontend, docker image & helm chart, CI configuration; bug fixing, code review.

*Jul/2021 - Sep/2021:* **Golang intern** at Sigma Software (Lviv, remote).

- Intern app to practice golang, unit testing and use relative technologies: docker, http, grpc, redis, postgres, mongo, testify. Leading team of trainees.

## **Mobile iOS:**

*Oct/2020 - Sep/2021: Senior iOS developer* at Sigma Software (Lviv, remote).

- Fashion marketplace app. Cover accessibility features (text resizing, layout, color contrasts & Voice Over) with design updates in in-production app.

*Tasks:* cover a11y on app screen flows; writing unit, snapshot & UITests; taking part in estimation meetings; demoing results of work for product team.

*Aug/2018 - Jun/2020: iOS developer* at Core Value (Lviv).

- iPad app, a frontend for a big Salesforce pharma application with an offline mode, full data synchronization and customizable UI on backend.

*Tasks:* design & implementation of platform features, unit & integration testing, refactoring, performance analysis, fixing crash issues, bug fixing, dependency migrations, code review, mentoring junior developer.

*Aug/2017 - Aug/2018: iOS/tvOS developer* at GlobalLogic (Lviv).

- iOS/tvOS tv channels apps with the shared codebase (and different designs).

*Tasks:* implementing user features, UI routing, analytics. Refactoring and extracting of commons and its dependency management. Work with a distributed QA team.

*Jan/2015 - Aug/2017: iOS developer* at Magnise (Ternopil).

- Trainee project. Trading charts framework written with Objc and CoreGraphics.
- Various apps in the trading data fetch & visualization domain.