

Yevgeniy (Eugene) Bednik

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Professional Summary

Highly skilled software development professional bringing more than 8 years in software design, development and integration. Advanced knowledge of PHP, Laravel and many other languages and frameworks.

Skills

- PHP 5.6 && >= 7
- Laravel 4 & 5
- Symfony
- MySQL
- Eloquent
- jQuery
- Bootstrap
- AngularJS
- Vue.js
- CSS3 & HTML5
- AWS Services (RDS, S3, ElastiCache, EC2, Route53)
- Agile Process (using Atlassian software such as JIRA and Confluence)
- Git and Bitbucket
- SVN
- Self-starter with lots of hands-on experience building REST API's, services and microservices from scratch

Work Experience

01/2017 - present

Super Bit Machine, Inc.

Lead Software Engineer

Responsible for hands-on architecture and implementation of multiple back and front-end services for an online mobile multiplayer shooter - winner of Google Play and iTunes spotlight as one of the hottest upcoming games for both iOS and Android. Responsible for architecture of the entire back-end platform REST API using Lumen 5.5 by Laravel, its databases, CS+CM tools for Community Managers (using Laravel 5.5) and the Store API with encryption to fulfill purchases made in App Store and Google Play. Using full range of AWS services as well as locally-installed boxes for development and testing purchases. Usage of Docker containers and Jenkins / Chef CICD automation. I also hold the role of a Scrum master, having direct reports.

02/2017 - 04/2017

Telepictures Productions

Software Engineering consultant (short contract)

Short-term side remote work for Warner Bros. helping port websites such as TMZ.com over from CrowdFusion to Symfony framework. Using full range of AWS services as well as SVN and GitHub for version control.

05/2016 to 02/2017

Direct Lending Investments, LLC

Senior Developer

Architected and implemented two products for the company - a customer relations portal and an internal loan fulfillment software. All built using Laravel 5.2 on a wide range of AWS services. Lots of work with PHP's bcmath() and MySQL databases for digit accuracy. Use of Bitbucket for version control.

12/2015 - 05/2016

Abstraction Records, LLC

Senior Software Engineer (consultant - temporary)

Re-architected and re-wrote the Company's Music distribution software using Laravel 5 and HTML / CSS with Bootstrap and jQuery, hosted on AWS. Lots of work with different API providers such as Beatport.com, iHeartRadio, Deezer, Spotify, Shazam, Pandora, iTunes, Amazon Music, Google Play and others such as Juno and SiriusXM. Usage of full AWS service range as well as GitHub for version control, Jenkins for build automation.

03/2013 - 12/2015

Riot Games, Inc.

Software Engineer

Developed a wide variety of tools and applications for various teams, hosted both in-house and on AWS, using technologies ranging from Java with Spring framework to Python, to Node.js and PHP (Laravel 4). Additionally, was the sole person responsible for maintaining the company's account management software written in Groovy (Java framework), used by thousands of CS agents worldwide. Usage of Docker, Packmule, Jenkins and Chef.

11/2012 to 03/2013

Intuit, Inc.

Technical Engineer

Responsible for maintenance and creating of new features on the company's core online banking system. Java with Spring Security. Hosted in-house on UNIX-based machines.

01/2010 - 11/2012

Media Temple, Inc.

Level 3 Technical Support Agent / System Administrator

Responsible for administration and triaging of issues on both cloud-based and dedicated servers rented by customers. Identified exploits and created solutions based on individual needs. Code included lots of shell scripting and some PHP (many customers ran Magento and/or WordPress on their boxes).

Education

Master of Science

Web-based Software Engineering

2008

National Metallurgical Academy of Ukraine - Dnepr, Ukraine

Bachelor of Science

Computer Science

2006

National Metallurgical Academy of Ukraine - Dnepr, Ukraine

Associate of Science

Computer Science

2003

California State University, Northridge - Northridge, CA

I am single, U.S. Citizen, 35 years old, and speak fluent Russian and Ukrainian, as well as English. In my spare time I like to play online games (mostly MMO's / shooters), produce electronic dance music and have released quite a few works around the world.