OLEG VOSKOVICH

oleggnet.dev

SUMMARY

Passionate and innovative, hardworking, fast learner, eager to tackle new technologies, take on challenging issues and solve complex technical tasks, stress resistant, identify and resolve issues under time critical scenarios.

I like sports. My favorites are jogging, football, powerlifting, cycling and swimming. Also music, movies, chess, coding games, puzzles, board games, video games, the Rubix Cubes and have a good sense of humor.

Last time I focused on igambling and game development, use Typescript, React, Pixi, Vue, Redux, Vuex, PostCSS, Tilewing, SASS, bootstrap, Spine, Node, Nest, Express, MongoDB, PostgreSQL and related technologies.

SKILLS

- english B1 (EPAM Systems certification);
- solid understanding of programming strategy/techniques including Object-Oriented Methodologies and Object-Oriented Applications, functional programming;
- best practices of development, architecture solutions, build project (vite, webpack, grunt, gulp, bower), unit tests (karma, jasmine, protractor, phantom, enzyme and etc);
- solid domain knowledge of Typescript/JavaScript;
- working with blockchain, ethereum smart contracts (DApps), tokenization, oracles (web3js, remix, solidity, BitPay);
- experience and knowledge in all phases of the software development lifecycle, CI/CD, product delivery, team management, team leading;
- interviewing candidates to frontend/backend, training and mentoring of junior staff;
- working with distributed teams to develop, share and improve development strategies;
- Backend development: NodeJS (express, sails, koa), PHP (Symphony, Yii), Python (Django, Flask), MySQL, MongoDB, PostgreSQL, DB transactions and indexing;
- experienced in development infrastructure (nginx, apache, docker, vagrant, jenkins, teamcity, ansible, bash,, using cloud AWS, DigitalOcean and etc.), live streaming servers/video using nginx, (HLS/DASH/RTP/RTSP/RTMP).

CONTACTS

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Web-site: https://oleggnet.dev/
Linkedin

EDUCATION

Brest State University named after A.S. Pushkin (2004 - 2009).
Faculty: Mathematics.
Department: Mathematics and Informatics.
Degree: Bachelor.

Belarusian state university (2007 - 2009).
Faculty: Institute of Continuing Education.
Department: Information system software.
Degree: Bachelor.

ADDITIONAL

- Certificate MongoDB for DBAs, The MongoDB Company, 20 June 2013;
- Member and speaker of PHP of BY (group presentation clip) since June 2014 (see topics on my linkedin);
- The speeches have survived to the current time: JS-debugger, Full-stack JS: video streaming;
- Member of Front-end competency committee at EPAM Systems since august 2014;
- EPAM awards: Thinking out of the box, 2015, Agent of globalization, 2016;
- Organizer/moderator of PHP of BY Minsk since august 2015 till march 2017.
- Training participated: Communication, Agile Thinking, Effective Interaction with People, Conflict Management, Redline: philosophy, progress, growth.

iGambling Experience.

BetGames: rng-games, Lithuania
Position: Senior Software Engineer
Role: Core Slot Developer

PawaTech: betting, aggregator, Estonia
Position: Senior Software Engineer

Winspinity: rng-games, Latvia
Position: Lead Software Engineer
Role: Slots Team Leader

Winfinity: live casino, Latvia
Position: Lead Software Engineer
Role: Blackjack Team Leader, acting as Architect

DAO.Casino: cryptocasino games, Russian
Role: Front-end core developer

Evolution: live casino, Estonia
Position: Senior Software Engineer
Role: Front-end tech. leader, mentor, acting as Architect

Live Game Structure example.

Rock Paper Scissors (like poker)
Bitbucket

Grid (like roulette)
Bitbucket

Examples:

Tricky tetris | Plinko
Agent Spinity | Tower of Luck

Web-site: https://oleggnet.dev/

Open full experience description.

Other Experience.

ProSiebenSat.1 Media SE, Germany, *backend developer*
EPAM Systems Belarus, *Front-end Leader, architect, mentor, trainer.*
Caspowa Belarus, *Core javascript/python developer*
Oxagile Belarus, Senior Software Engineer
Iworks Belarus, *PHP/Javascript developer*

IGAMBLING EXPERIENCE

BetGames

Role: Core Slot Developer
Key responsibilities included the development of slot games and the maintenance of Skyward projects. Additionally, I contributed to the ongoing development and support of the slot engine by implementing new tools, features, and functionality.

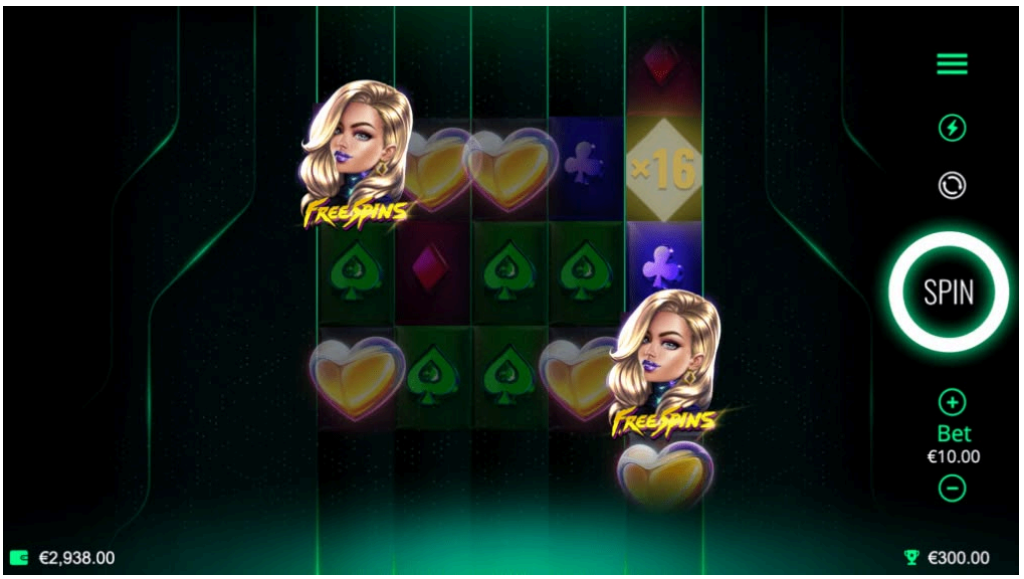
PawaTech

Position: Senior Software Engineer
Betting platform and casino games aggregator.
The role involved full responsibility for a complex frontend ecosystem. The frontend was divided into several parts, including the website (web application, mobile version, and Opera Mini support), CMS, and admin panel.
My primary responsibilities included reviewing teammates' code, integrating backend services, supporting the release process, and improving the frontend architecture. I also handled on-call responsibilities related to frontend services.
In addition, I participated in recruiting new team members and designed custom live coding challenges for interviews.
I also initiated a team-wide knowledge-sharing program focused on technical skills and programming. As part of this initiative, the team spent at least one hour each week solving algorithmic problems together.

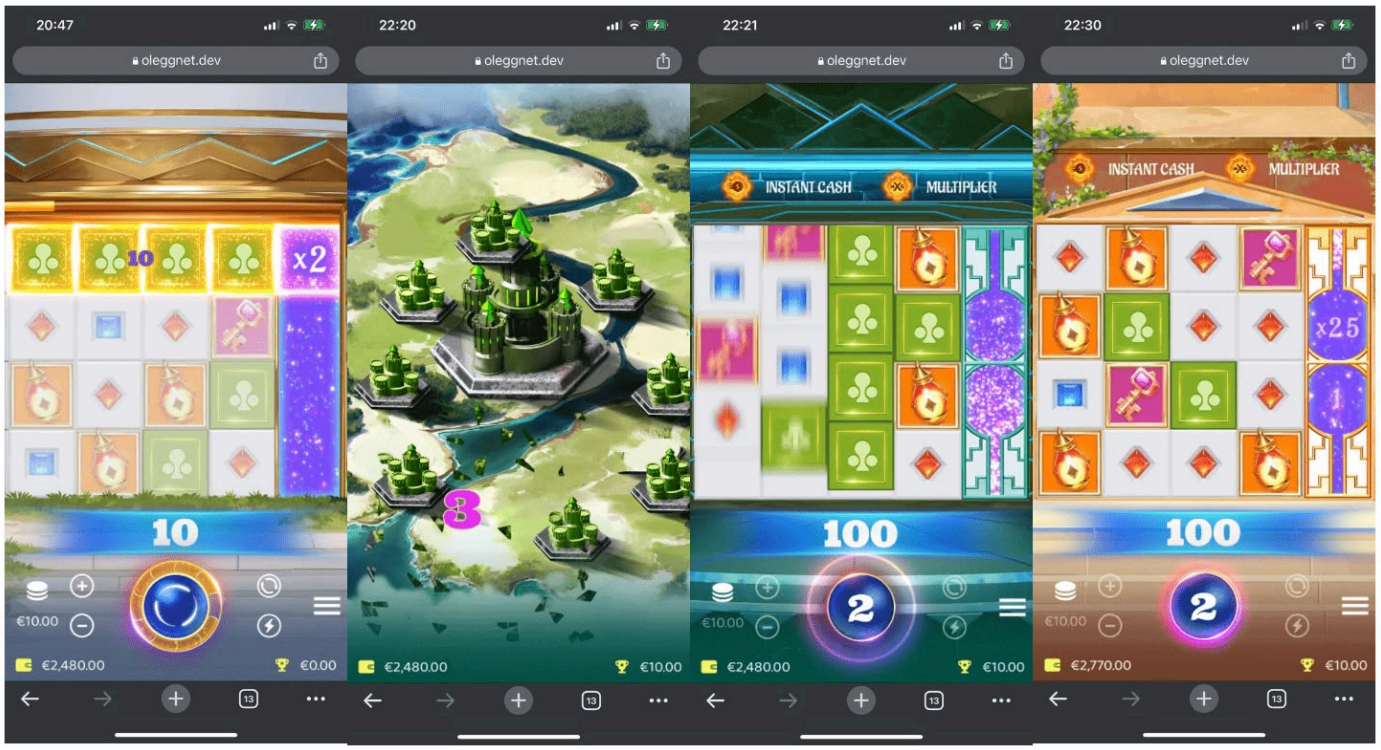
Winspinity (Sep, 2022 – Feb, 2023)

Role: Slots Team Leader
Designed and developed an Agent Spinity slot game, all mechanics and animations implemented by myself. Spine is used for particular symbol animation only (wild symbol's tail animation). Started to develop a Slot Abstract Game (SAG).
Example: [Agent Spinity]

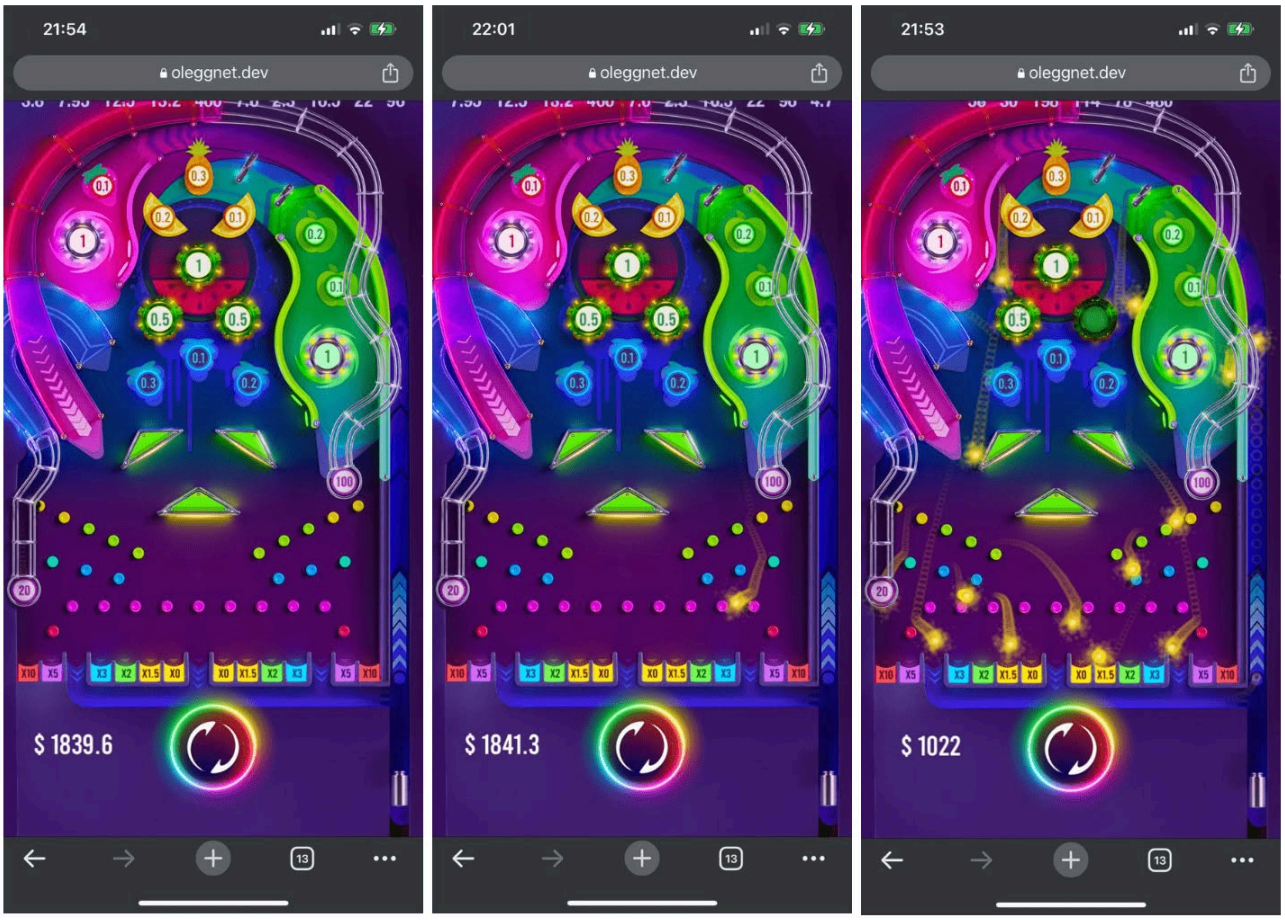




Tower of Luck. The game is rich in functionality such as progress bar with extra features, bonus-game, free spins with different themes.



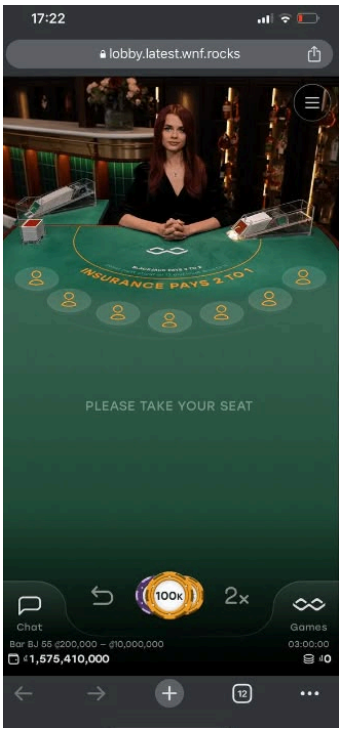
Payball. The main challenge is to implement realistic physics of the ball, its bounce and path. The server contains particular math and gives answers like “ball should drop to x2 pocket”. And it should work the same way for all devices.



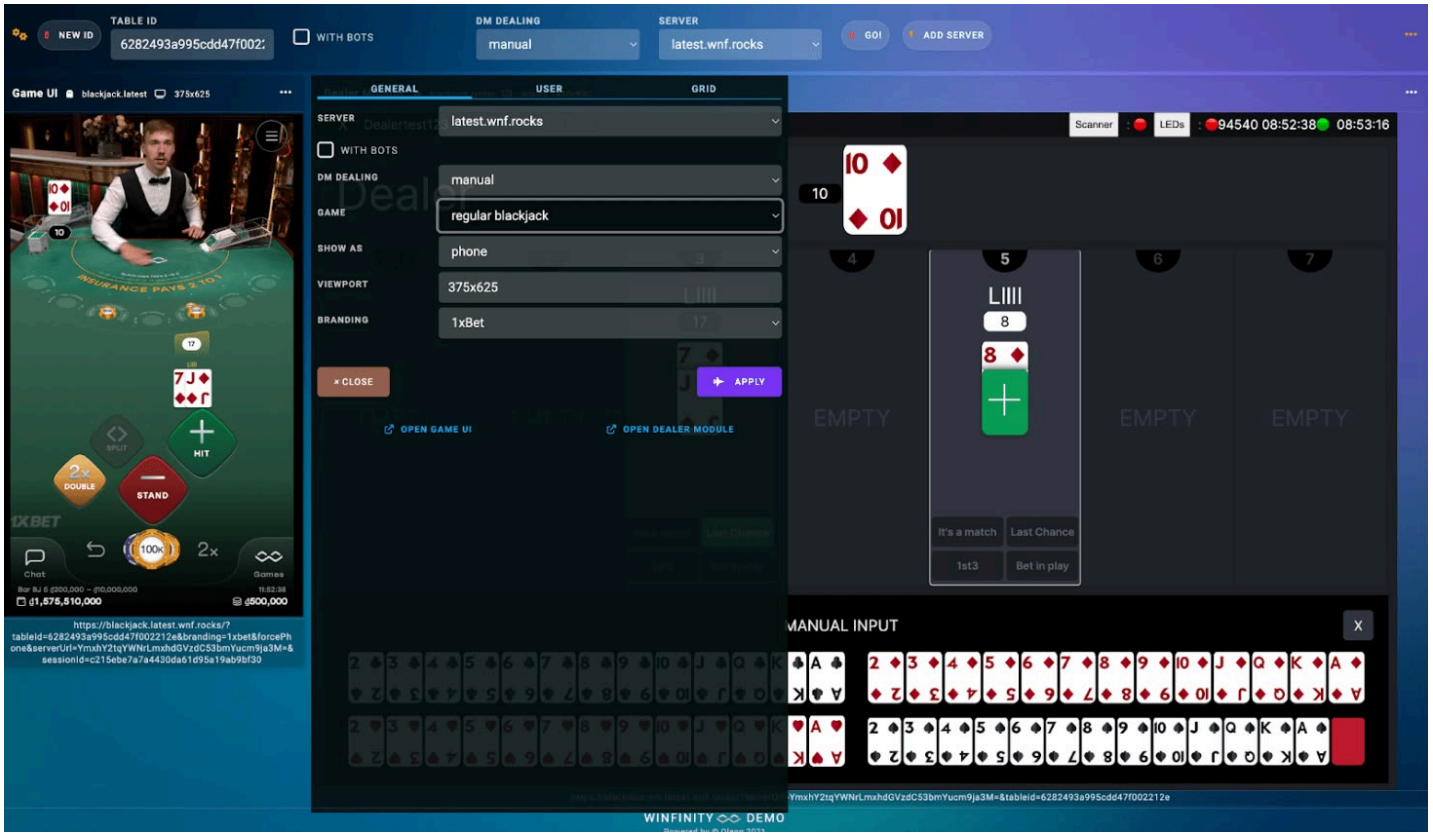
Winfinity (May, 2021 – Sep, 2022)

Role: Blackjack Team Leader, acting as Architect
Live casino platform (blackjack and roulette).
Design and development regular blackjack and speed blackjack games with dealer module for it. FE/BE teams coordination. Take part in roulette game development. Develop and integrate common components.





Developed “game tool” to assist developers in adding new functionality, smoke-testing and creating a ready-to-dev environment (to avoid each time filling a query string with needed parameters). This tool is integrated into the screenshot testing process, making it more efficient and easier, supporting a lot of options such as device type, language, game type, game with bots, auto dealing, game server, grid etc.



Evolution (Apr, 2017 – May, 2021)

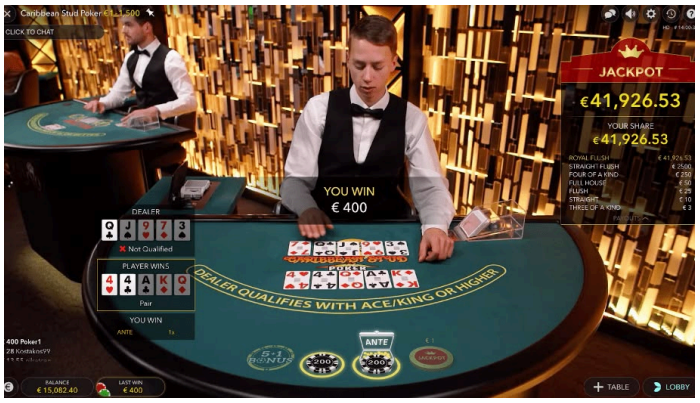
Role: Front-end team leader, mentor, acting as Architect

Flawless and localized Live Casino platform for regulated markets, on all digital platforms for online and land-based operators and their customers.
Main direction is poker and poker-like games, development and maintenance.

Responsibilities:

- provided and developed new ideas and approaches;
- new architectural solutions for the games (Caribbean Stud poker, Casino Hold'em poker, Three Card Poker, Triple Card Poker, Texas Bonus Hold'em Poker and Side Bet City);
- game-core improvements, worked on complex technical tasks;
- technical team leader (since March 2019);
- coordinating the work of teams;
- interviewing candidates to FE;
- training and mentoring of junior staff.

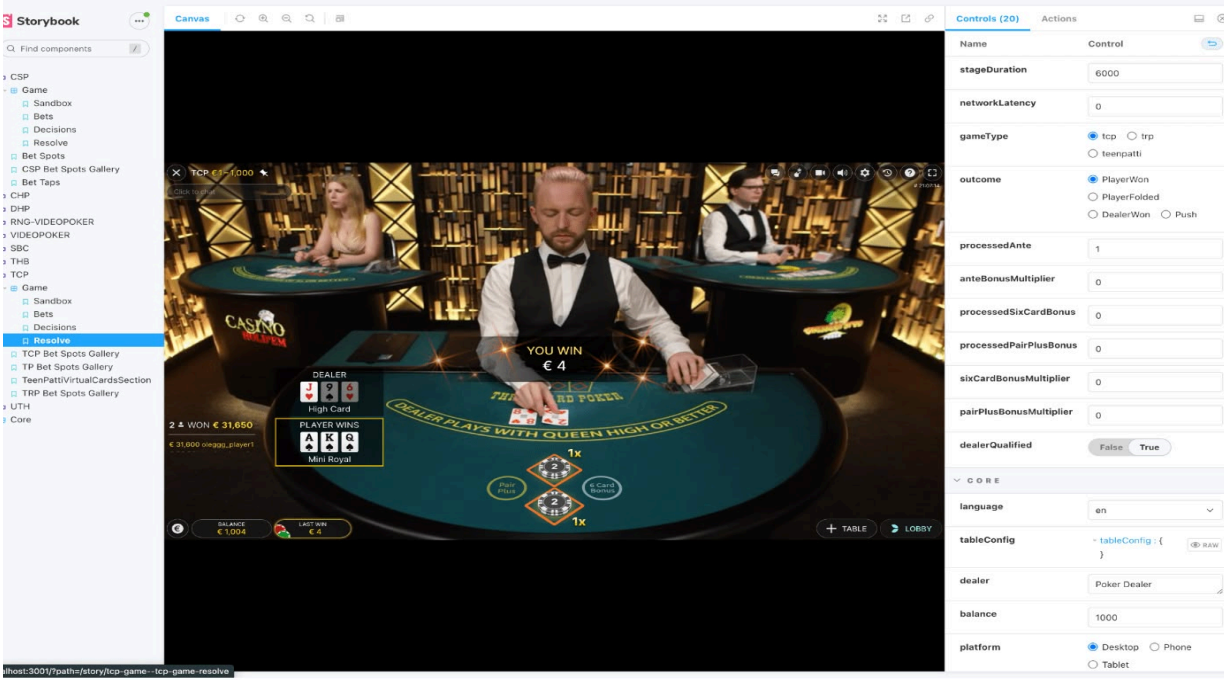
Caribbean Stud Poker studio.



Side Bet City studio.



I implemented my idea for a smoke-testing and screenshot-testing system based on a storybook. It helps test/develop faster games' UI (without server) in any phase of games and I took part in implementing a specific test scenario to show feature list and abilities of the new approach.
Scenario can hide particular UI to decrease noise influence of other functionality. Example shows test for bets only without any other UI.





Dao Casino, Crypto Blackjack, 2020

Role: Front-end core developer
Designed and implemented blockchain casino Blackjack using ethereum smart contracts.

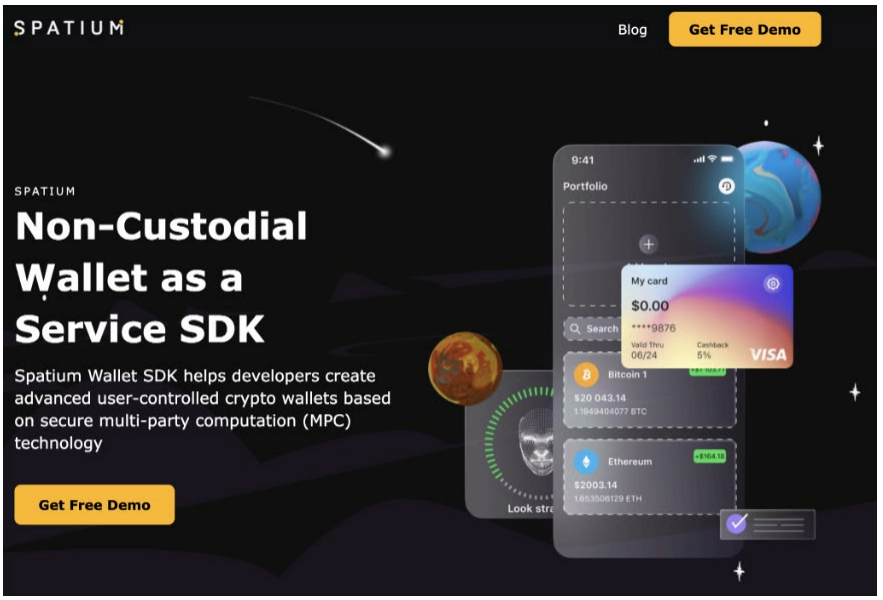
Responsibilities:

- game architecture and development;
- implement gateway to integrate DAO ethereum network;
- implement SDK to connect particular game;
- refactored SDK/gateway code to have more stable work, error handling and logging;
- optimize smart contracts, (SC, solidity) to reduce gas (balance, currency exchange, bets);
- develop techniques to avoid redundant write/read data from SC, avoid change blocks' hash;
- logs analysis, enhance stability of smart contracts;

SYSTEMS AND SERVICES EXPERIENCE

Caspian Technologies, Spatium Wallet, 2018

https://spatium.net/
Role: Front-end core developer



Spatium wallet is an ultra-secure software and hardware wallet that supports over 100 digital assets. Its breakthrough is in the signing of transactions without storing any private keys. Application runs under Apache Cordova and uses a lot of features such as Camera, NFC, WiFi, BLE and etc. Supported iOS, Android, Windows, Browser platforms.
Responsabilites:

- front-end core feature development;
- provided architectural solutions;
- implement app integration with bluetooth, wifi, camera end etc.
- integrate bitcoin and ethereum;
- integrate ethereum tokens;
- develop smart contracts;

ProSiebenSat.1 Media SE (Apr, 2016 – Feb, 2017)

https://store.maxdome.de/
Role: backend (nodejs) core developer

Develop and support microservices platform to provide Video content. I participated as a backend core engineer of the Maxdome team. Main activities were to analyze and process data, develop job queues, provide complex and integration solutions for video platforms.
Responsibilities:

- MongoDB, MySQL, Nginx, RabbitMQ, Jenkins, Git;
- development of core features related to data analysis and data transformation;
- worked on complex technical tasks;
- provided code reviews;

Kidster (Co-founder, June, 2015 – Sep, 2016)

Role: Team Leader/Architect, devOps

Kister is a Montessori kindergarten. I developed a website, CMS and Admin panel, for it (Javascript/NodeJS/BASH). Also developed a simple CRM to manage subscriptions, users/clients, children classes, Personal Account service etc. Developed live video streaming for parents whose kids are in class now, video was available on android, iOS, desktop platforms. Integrated with hipchat/slack to notify admin about user actions and application logs. I presented the topic "HLS for Hour" (PHPofBY Minsk) based on this knowledge.

EPAM Systems, 7Pay (June 2015 – Apr 2016)

Role: backend (nodejs) core developer

Distributed payment system based on micro-services (payment aggregator, vouchers, shop inventory, frontend SDK, backend SDK, Magento integration). Resource API, client side communication, microservice communication. Private npm registry, custom build services' packages.
Responsibilities:

- development of core features;
- worked on complex technical tasks;
- provided code reviews;
- communicated with the customer;
- coordinating the work of front-end team;
- interviewing candidates to FE/BE;
- was involved in training and mentoring of junior staff.

Full-stack Javascript developer, Front-end lead developer, Backend key developer.
Env: Javascript, AngularJS, Unit tests, integration tests, e2e tests, npm, git, grunt, gulp, jira, bower, confluence, NodeJS4, koa, mongodb 3.

EPAM Systems, Politico, CMS (Sep, 2014 - Nov, 2014)

https://www.politico.com/
Role: backend/frontend (php, javascript) core developer

CMS for various Politico websites. Users: writers, photographer, administrator, page builder, content approver etc.
Responsibilities:

- communicated with the customer;
- built an application architecture;
- worked on complex technical tasks;
- provided code reviews;
- coordinating the work of the front-end team.

Env: BackboneJS, MarionetteJS, HTML, SASS, Symfony 2, Twig, BEM, Git, Grunt, Gulp, Jira, Confluence, Vagrant, Bower, MySQL, MongoDB.

EPAM Systems, SberBank (Jul, 2014 – Sep, 2014)

Role: Front-end developer.

Sberbank (sberbank, sberbank.com). Development and implementation of a visual help system in accounting (topics, application of formulas, tax calculation).

EPAM Systems, NBC Universal, Schedule Plus (Jan, 2015 – May, 2015)

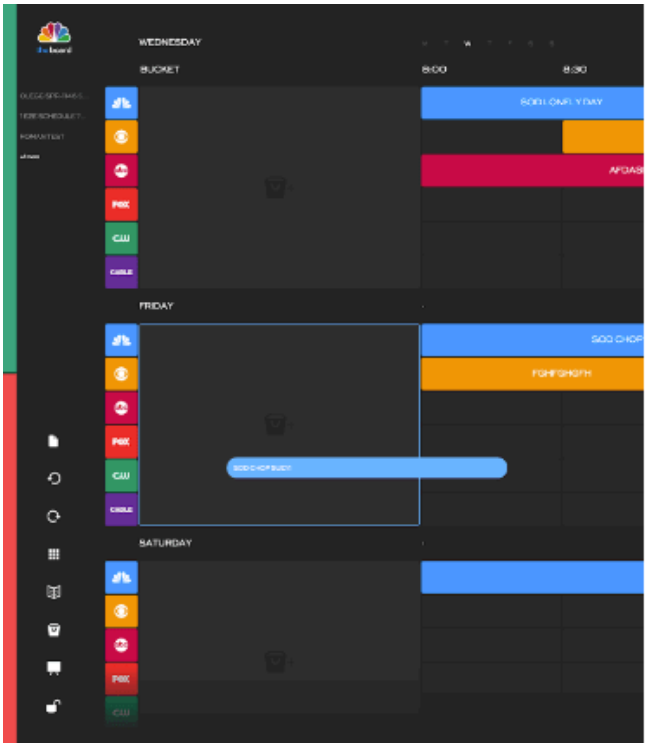
Role: Front-end team leader

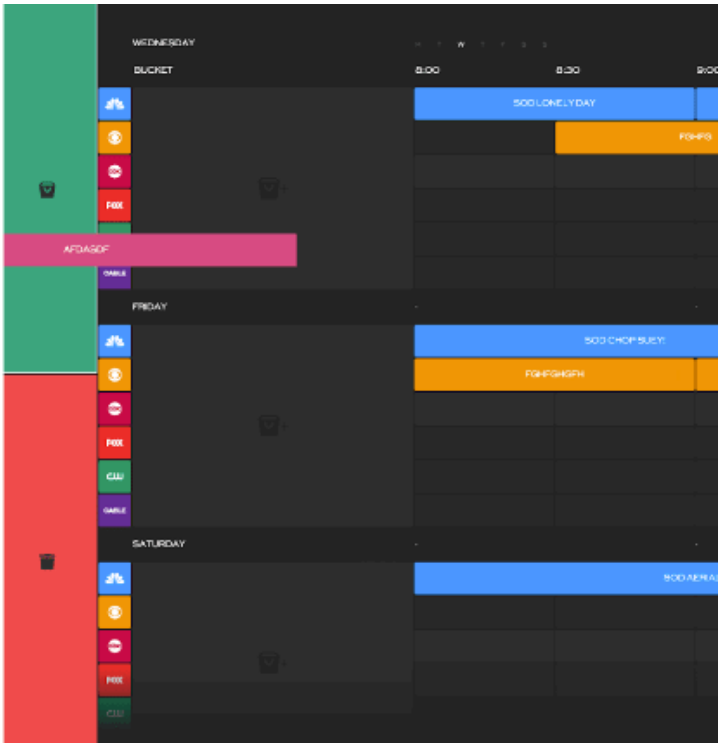
Primetime schedule management system (features: shows, shows libraries, schedule, schedule groups, grid, shows swap, schedule merge, overview-, presentation modes, print and other). Responsive design, drag'n'drop and scroll behaviors like iOS.
Responsibilities:

- coordinating the work of front-end team;
- development of core features;
- worked on complex technical tasks;
- provided code reviews;
- training of employees;
- interviewing candidates.

Env: JavaScript, AngularJS (angular-ui-router, gsap, kefir, iScroll, hammerjs, jQuery and etc.), E2E tests, Unit tests (angular-mocks, jasmine), animations, drag'n'drop, npm, Git, Gulp, Jira, Confluence, Bower, karma, protractor.
Team: 11 devs, 5 iOS devs, 5 QAs, 1 BA, 2 managers.

Screenshots with some features





EPAM Systems, Training Portal (May, 2014 – Jul, 2014)

https://www.epam.com/
Role: Front-end team leader, mentor

Internal training management system for EPAM employees.
Responsibilities:

- coordinating the work of front-end team;
- built an application architecture;
- provided solution of complex technical tasks;
- conducted code reviews;
- was involved in training and mentoring of junior staff.

Env: Javascript, PHP, AngularJS, Bootstrap 3, Symfony 2, Grunt, Composer, Vagrant, BEM, Less, Bower, NPM, Git, Jira, Confluence, MySQL.
Team: 7 devs, 2 QAs, 1 scrum master, 1 BA

Caspowa (Dec, 2013 – Apr, 2015)

Role: Javascript/Python core developer

Web-performance optimization cloud service.
Caspowa website support. Develop user account and management system, integrate payment services.
Env. Client: AWS servers, OS Ubuntu, Jenkins, gerrit, python 2.7 (flask, celery), javascript
Env: Backend/Core: servers on Ubuntu, nginx (and modules), python 2.7, puppet, docker.

Oxagile, Discovery channel US Sites (May, 2014 – Apr, 2014)

https://www.discovery.com/
Role: Front-end team leader, mentor

Discovery channel US Sites is a group of websites for each of discovery channels. All websites are coming with stylish and functional front end, supplemented with huge backend video-platform functionality. Originally based on Wordpress.
Responsibilities:

- worked on complex technical tasks;
- built an application architecture;
- 3 party systems integration.
- coordinating the work of front-end team;
- provided code reviews;

Env: PHP, Javascript and many frameworks and libraries, vagrant, composer, npm.

Oxagile, Hawaii Police Department Training System v2 (May, 2013 – Oct, 2013)

Role: Team leader (php), mentor, devOps

It is an extension of the internal Police Department Knowledge Portal. It is a Training Module which includes two main types of functionality:
1. Training Management, which supports the tracking, reporting, and administration of online and classroom training course and certifications.
2. E-Learning (also known as online learning), which includes the delivery of training content to employees and the administration of tests.
- PHP 5.3, MySQL 5.5, Symfony 1.4, Doctrine 1.2, Zend Lucene Search, Javascript, twitter bootstrap 2.3.2, jQuery 1.10, jQuery UI 1.10, tablesorter 2.0, HTML 5, CSS 3
- Linux CentOS server administration, apache 2.2, bash scripting, Cronless

Oxagile, Anthill Agency Daisy (Oct, 2013 – Mar, 2014)

Role: Team leader, mentor, devOps

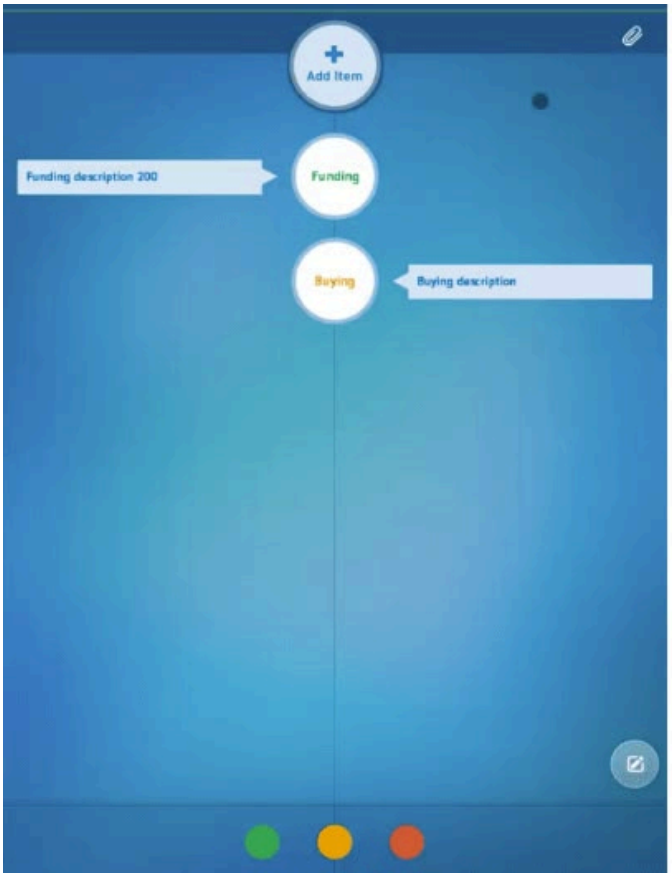
Management system for the medical department with charts, graph relations, it shows document and decision flow and other functionality. Development for iOS using phonegap.
Env: CentOS 6.5, Git server 1.7, JIRA 6.0, Gerrit 2.8.1, Apache 2.2, MySQL 5.5, NodeJS

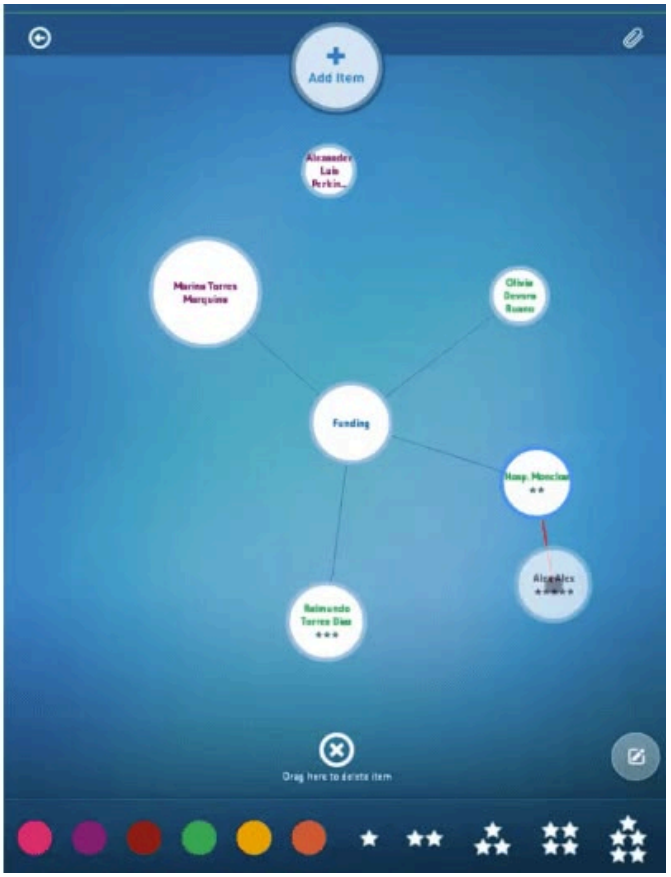
Client side tech. stack: iPad 3rd/4th , iPad mini, Phonegap 3.4, WebSql (SQLite), Javascript, Backbone 1.1, Underscore 1.6, Hammer 1.0, jQuery 2.0.3, GA SDK

Server side tech. stack: CentOS 6.5 REST-ful API server, Javascript, Node.js 0.10.26, Sails.js 0.9.7, MongoDB 2.4, Phantomjs 1.9
Unit tests: jasmine 1.3
Responsibilities:

- coordinating the team work;
- built an application architecture;
- was responsible for implementation of core features;
- worked on complex technical tasks;
- provided code reviews.

Screenshots with some features





Oxagile, ERG (Nov, 2012 – Feb, 2013)

Role: PHP developer

It is a system where property owners (participants) can reward their clients (residents) to impact their loyalty. Residents can earn points throughout their lease term that can be redeemed for merchandise at name-brand retailers.
- MVC, OOP, PHP 5.3, Doctrine 1.2, MySQL 5.1, jQuery 1.4, ExtJs 3.4, AJAX/JSON, HTML 4, CSS 2

Iworks (Sep, 2011 – Nov, 2012)

https://itworks.by/

Role: PHP/Javascript developer

Worked on a system of consumer credit. Development and refactoring core modules of an application, DB queries optimization, development core of “queue” for data exchange between bank services. Development process was based on Waterfall methodology.

Environment: OOP, MVC, PHP 5.2.17, Native Javascript, jQuery, HTML4, CSS2, Yii, AcriveRecord, SOAP/WSDL, XML, MySQL, SQLite.