



Kulak Mykhailo

Software Engineer (Kotlin/Scala/Java)

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CV's update	15 March 2022

Summary

15+ years in software development
4 years of project management experience.
Main area of expertise: Backend, JVM, Kotlin
My profiles: [LinkedIn](#), [Github](#)
Love to build things, especially online video games.

Programming languages

Kotlin, Java, Typescript, Scala, Clojure, Python, ActionScript

Natural languages

English

Working proficiency

Russian

Native

Ukrainian

Native

Education

Odessa I.I.Mechnikov National University

BS and Specialist degrees in Computer Systems and Networks. Diploma with honour
2003 - 2008

Independent Coursework

- Algorithms and data structures I ([algs4partI](#))
- Algorithms and data structures II ([algs4partII](#))

Public speaking

I gave numerous tech talks at [Kotlin User Group Berlin](#)

Employment



Wonder

<https://wonder.me>

Apr, 2021 - Apr, 2022

Position: Principal Engineer



OLX

<https://olx.com>

Nov, 2019 - now

Position: Senior Software Developer



Zalando

<http://zalando.de>

Sep, 2016 - Nov, 2019

Position: Senior Software Developer



Elyland

<http://elyland.net>

Nov, 2008 - Aug, 2016

Position: Senior Software Developer / Project Manager

Lohika



<http://lohika.com.ua>

Jul, 2008 - Nov, 2008

Position: Software Developer



SHAPE Services

<http://shape.ag>

Jun, 2006 - Jun, 2008

Position: Junior Software Developer

Projects

[Wonder.me](#)

Apr, 2021 - Apr, 2022

Spatial video chat platform

Team: 10 people

Technologies:

Typescript, uWebsocket.js, AWS, Docker, Gitlab CI, Kotlin

My responsibilities:

- Architect and implement scalable solution for spatial video chat platform v2
- Optimize latency and throughput
- Design ETL pipeline
- Oversee backend
- Upskill and mentor BE devs

Pay & Ship

May, 2020 - now

Allow customers to buy goods with delivery

Team: 4-5 people

Technologies:

Kotlin, Vertx, Postgres, SQS, SNS, k8s, REST, Gitlab

My responsibilities:

- Fit new service into existing system of microservices
- Implement core functionality
- Integrate with external APIs

- Mentor BE team

User Product Service

Feb, 2020 - May, 2020

Store and process purchases data

Team: 5-6 people

Technologies:

Kotlin, Spring, postgres, SQS, SNS, k8s

My responsibilities:

- Setup project from scratch and implement most of it's functionality
- Help team to transition from PHP to Kotlin

Payments Gateway

Nov, 2019 - Feb, 2020

Exposing single API for making payments

Team: 6-9 people

Technologies:

Kotlin, Spring, MySQL, postgres, microservices, docker, kubernetes, AWS, gradle, REST

My responsibilities:

- Integrate various payment service providers
- Renovate monolith

<NDA>

Feb, 2018 - now

System for processing returns

Team: 4-8 people

Technologies:

Kotlin, vertx, postgres, nakadi, microservices, docker, kubernetes, AWS, gradle, ZMON, graphana, SOAP, REST, swagger

My responsibilities:

- Implement SOAP/REST API gateway
- Create fault-tolerant, highly available and scalable microservice system
- Integrate with numerous internal APIs
- Explore and document legacy system behaviour
- Tech interviewing

<NDA>

Sep, 2016 - Nov, 2017

System for data feeds processing

Team: 4-6 people

Technologies:

Scala, cats, fs2, doobie, http4s, circe, specs2, scalacheck, sbt, postgres, DynamoDB, microservices, docker, AWS, REST, Kotlin, vertx, nakadi, gradle, github, zmon, scalyr

My responsibilities:

- Create high level design of a system
- Efficiently parse and transform XML feeds in streaming fashion
- Integrate with numerous internal APIs
- Scale and optimize system to meet SLOs
- Tech interviewing

[Zally](#)

Dec, 2016 - March, 2018

Linter for Swagger API

Team: 3-10 people

Technologies:

Kotlin, Java, Spring Boot, Gradle, JUnit

My responsibilities:

- Implement rule checks
- Integrate with github (PoC)

Data Miner

May, 2016 - Aug, 2016

Internal tool for data analysis

Team: 2 people

Technologies:

Scala, Spark / Spark Streaming, Kafka, Cassandra, Zeppelin

My responsibilities:

- Choose tech and setup ETL pipeline
- Create helper library for easy integration with existing game projects
- Implement and optimize most important reports

Cash Miner

Dec, 2015 - May, 2016

Android app that allows user to earn money by completing offers

Team: 3 people

Technologies:

Kotlin, Android, Spring Boot, REST, Jetty, React.js

My responsibilities:

- Write server side code for bookkeeping
- Write Android app (UI, DB, network)
- Integrate with numerous offer providers

Terra Magica

Dec, 2011 - Nov, 2015

Browser MMO RPG with turn-based combat system

Introductory guide on [youtube](#) (in Russian)

Team: 5-15 people

Technologies:

Java, Jython, Jetty, TCP, Flash/Flex, MySQL, Maven, JUnit (and a bit of Scala and Kotlin)

My responsibilities:

- Create high level system design
- Write frontend and backend code and tests, deploy to production
- Implement map editor and other internal tools
- Take Product Owner role in SCRUM process: create product backlog, divide it into sprint backlogs, align developers, artists and game designers
- Participate in game design brainstorming, supervise game designers team
- Interview developers, 2D/3D artists, UI/UX specialists, QA, game designers

[My Lands](#)

Nov, 2008 - Dec, 2011

Browser MMO strategy

Trailer on [youtube](#)

Team: 10-30 people

Technologies:

Java, Jetty, Flash/Flex, MySQL, Maven, JUnit

My responsibilities:

- Implement custom architecture that allowed us to reach 15k online (each server instance handled 2k online players)
- Full stack development: write frontend and backend code, deploy to production

- Integrate with social networks and payment systems
- Implement fraud checks
- Create internal tools

Sitescope

Jul, 2008 - Nov, 2008

Enterprise tool for infrastructure monitoring

Team: 30+ people

Technologies:

Java, Jython, HTTP, Telnet, SQL

My responsibilities:

- Maintenance and bugfix of the huge legacy codebase

GPSed

Aug, 2007 - Jun, 2008

Online tracking and monitoring system with social network elements. Mobile client with internal/external GPS receiver for recording tracks. Web portal for viewing and managing tracks in "real time" on Google maps.

Team: 5-10 people

Technologies:

Java, Tomcat, HTTP, HTML/CSS/JS, jQuery, Hibernate, MySQL, J2ME

My responsibilities:

- Develop backend, web frontend and some parts of mobile client
- Write custom client-server protocol and file storage format spec and impl

Treasure Island

June, 2006 - Apr, 2007

Mobile MMO RPG for j2me platform

Team: 5-10 people

Technologies:

Java, J2ME, MIDP 1.0, CLDC 1.0, J2ME Polish, Samsung/Siemens/Nokia(s40, s60) emulators and SDKs, Tomcat, HTTP, Hibernate, MySQL

My responsibilities:

- Develop backend architecture and implementation
- Maintenance and bugfix of client and map generator

Interests

Learning programming languages, public speaking, travelling, running, drawing, partner acroyoga, robotics

Participated in [ICFP-2012](#) programming contest.