ANDRIY CHERNYSH

HEAD OF SOFTWARE ENGINEERING | SENIOR ARCHITECT | LEADING TECH STRATEGY & SCALABLE SOLUTIONS

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About

With nearly 14 years of experience in software design and development, I have gained a unique and versatile skill set by working across diverse industries, including Telecom OSS, infotainment and telematics, advertising, language translation and localization, fintech, B2B platforms, blockchain, and most recently, gaming and iGaming.

Throughout my career, I have progressed from a junior developer to a Head of Software Engineering, gaining in-depth expertise in the entire Software Development Life Cycle. I am a strong advocate for microservices architecture, continuous integration, and DevOps culture, driving innovation, scalability, and efficiency in every project I participated.

Skills && Technologies

- **Java**
- **Software Architecture**
- **Cloud Computing**
- **DevOps Culture**
- **CI/CD**
- **Quality Control**
- **Team Leadership and People Management**
- **Strategic Technology Planning**
- **Databases (SQL, NoSQL)**

- **Spring, REST, WebSockets, GRPC, Hibernate**
- **Microservices, REST, CQRS+ES**
- **Amazon Web Services, Azure, Digital Ocean**
- **Docker, Terraform, Kafka, RabbitMQ**
- **Maven, Gradle, Jenkins, GitHub, GitLab**
- **Spock, Cucumber, JUnit, Mockito**
- **Project Management**
- **Agile Methodologies**
- **MySQL, Aerospike, Redshift, Druid.io, SparkSQL, Tarantool, PostgreSQL, ElasticSearch, Redis, Cascading, AXON framework (CQRS+ES)**

Experience

Head of Software Engineering | Favbet Tech
May 2024 – Present
Kyiv, Ukraine

Description:
IT company specializing in the iGaming and Betting industries

Responsibilities:
Strategic Planning and Execution:
- Develop and implement the technology strategy and roadmap in alignment with the company's business goals.
- Ensure the scalability, security, and performance of the product.
- Lead and manage the overall technical direction of the company.

Team Formation and Development:
- Building teams to take over the development and maintenance of the product.
- Lead the recruitment, training, and onboarding processes for new technical staff.
- Foster a collaborative and innovative work environment.

Product Development and Management:
- Direct the design, development, and maintenance of the Live Casino.
- Ensure timely delivery of product features and updates.

Technical Operations and Support:
- Oversee the deployment, monitoring, and maintenance of the product.
- Implement and manage robust disaster recovery and business continuity plans.
- Ensure the availability and reliability of the product within minimal error budgets.

Budget Management:
- Develop and manage the technology budget.
- Identify cost-saving opportunities and optimize resource allocation.

Innovation and Research:
- Stay updated with the latest technology trends and advancements.
- Evaluate and integrate emerging technologies to maintain a competitive edge.
- Foster a culture of continuous improvement and innovation within the teams.

Stakeholder Communication:
- Serve as the primary point of contact for all technical matters.
- Communicate effectively with executives, investors, and other stakeholders.
- Present technology strategies, plans, and updates to the board of directors.

Security and Compliance:
- Ensure the Live Casino product adheres to industry standards and regulatory requirements.
- Implement and maintain best practices for data protection and cybersecurity.
- Conduct regular security audits and vulnerability assessments.

Skills && Technologies:

Microservices, DevOps Culture, Team Leadership and People Management, Project Management, Strategic Technology Planning, Agile Methodologies, AWS, Java, Spring, GRPC, WebSockets, Kafka, ClickHouse, PostgreSQL, OpenSearch, Redis

Senior Software Architect (Studio Architecture Lead)| Playtika
Dec 2022 – May 2024
Kyiv, Ukraine

Description:
Product company specializing in interactive entertainment

Responsibilities:
- Lead and manage a team of architects. This includes providing mentorship, guidance, and support to help the team members develop their skills and achieve their goals.
- Define and implement the architectural strategy for the organization. This involves collaborating with stakeholders, understanding business objectives, and aligning technology solutions to meet those objectives.
- Provide technical expertise and leadership to the team: guide architectural decisions, evaluate new technologies and trends, and ensure that the architecture aligns with industry best practices and standards.
- Oversee architectural projects to ensure they are executed successfully. This includes reviewing project plans, monitoring progress, and providing guidance to address any architectural challenges or issues that arise.
- Foster a culture of continuous improvement within the architectural team. This involves identifying opportunities to enhance processes, tools, and methodologies to drive efficiency and quality.
- Lead the design and planning phase of architectural projects.
- Possess advanced technical knowledge and expertise in architectural principles, construction techniques, materials, and building systems. Provide guidance and mentorship to other architects and contribute expertise to resolve complex technical challenges.
- Engage in research and stay updated with emerging trends, materials, and technologies in architecture, explore innovative design approaches and sustainable practices, and incorporate them into architectural solutions.

Skills && Technologies:

Microservices, DevOps Culture, Team Leadership and People Management, Project Management, Strategic Technology Planning, Agile Methodologies, Java, Spring, Aerospike, Kafka, Redis

Lead Software Architect | Playtika
Jul 2019 – Dec 2022
Kyiv, Ukraine

Description:
Product company specializing in interactive entertainment

Responsibilities:
- Responsible for the Software detailed design documentation, System and software Architecture design, for both Server and Client side (Mobile & Web)
- Manage design review meetings, planning high scale solutions
- Define and enforce code, technology standards, and technology roadmap
- Consult Product, join brainstorming sessions, and assist in defining the roadmap
- Collaborating with other departments in order to fully cover business needs
- Support R&D teams in strategical and complex projects by guiding development and solutions together with lead engineers and management
- Initiate and lead integration of new technologies and process practices

Skills && Technologies:

Microservices, DevOps Culture, Team Leadership and People Management, Project Management, Strategic Technology Planning, Agile Methodologies, Java, Spring, Aerospike, Kafka, Redis

Chief Software Architect | Orty Inc.
Dec 2018 – Feb 2021 | Part Time
Kyiv, Ukraine

Description:
Well-organized POS with efficient upsell services customizable to customers needs (https://orty.io/)

Responsibilities:
- Determining best-fit best fit architectural design
- Support teams during implementation including hands-on codding.

Chief Software Architect | Pragmatic DLT
Dec 2018 – Feb 2021
Kyiv, Ukraine

Description:
Hybrid solutions.

Responsibilities:
- Determining best-fit best fit architectural design
- Support teams during implementation including hands-on codding.
- Pre-sales activities

Software Architect | GlobalLogic Ukraine
Aug 2017 – Aug 2018
Kyiv, Ukraine

Description:
Various projects for a technology-driven financial services provider for wealth management, universal and retail banks.

Responsibilities:
- Application architecture development
- Perform requirements analysis, functional and technical design, POCs
- Cross-team communication and cooperation

Skills && Technologies:

Microservices, Java, Spring, REST, AWS, Docker, PostgreSQL, MySQL, ElasticSearch, Redis, Kafka, Gradle, GitLab CI and CD/CD, Docker, JUnit, Mockito, Spock Framework

Lead Software Engineer | GlobalLogic Ukraine
Feb 2017 – Aug 2017
Kyiv, Ukraine

Description:
B2B trading platform for the largest company in the Netherlands in the field of plants and flowers.

Responsibilities:
- Perform requirements analysis, functional and technical design, application development, product configuration, unit and system testing, and production deployment (CI/CD/CD)
- Cross-team communication and cooperation

Skills && Technologies:

Microservices, CQRS + Event Sourcing, Java, Spring, REST, AWS, Docker, PostgreSQL, MySQL, ElasticSearch, Redis, Kafka, Gradle, GitLab CI and CD/CD, Docker, JUnit, Mockito, Spock Framework, AXON framework, ReactJS, Redux, Jest

Senior Java Engineer| Smartling
Aug 2016 – Feb 2017
Kyiv, Ukraine

Description:
End-To-End Translation Management System.

Responsibilities:
- Design and development
- Unit, integration and system testing
- Problem solving: debugging, bug fixing and environment configuration
- Requirements analysis and technical/architectural solutions proposal
- Collaboration with engineers within distributed team

Skills && Technologies:

Microservices, Java, Spring, AMQP, Web Services, Hibernate, Gradle, Jenkins, AWS, Terraform, Spock testing framework, RunScope

Java Engineer| Star
Oct 2015 – Aug 2016
Kyiv, Ukraine

Description:
Complex solution in advertisement domain.

Responsibilities:
- Design and development
- Unit, integration and system testing
- Problem solving: debugging, bug fixing and environment configuration
- Requirements analysis and technical/architectural solutions proposal
- Collaboration with engineers within distributed team

Skills && Technologies:

Microservices, Java, Spring, AMQP, Web Services, Hibernate, Gradle, Jenkins, AWS, Terraform, Spock testing framework, RunScope

Senior Java Engineer| GlobalLogic US
Nov 2014 – Oct 2015
Overland Park, KS, United States

Description:
Design and development of infotainment and telematics software for next generation automotive service delivery platform.

Responsibilities:
- Design and development
- Unit, integration and system testing
- Problem solving: debugging, bug fixing and environment configuration
- Requirements analysis and technical/architectural solutions proposal
- Architectural design documents creation
- Collaboration with engineers within distributed team

Skills && Technologies:

JMS, Spring, Web Services, Quartz, Hibernate, Maven, Jenkins, JBOSS, Tomcat, Oracle, Redis

Team Lead/Senior Java Developer| GlobalLogic US
Apr 2013 – Oct 2014
Mykolaiv, Ukraine

Description:
Design and development of custom OSS applications for a world-leading provider of telecommunications equipment and services to mobile and fixed network operators.

Responsibilities:
- Design and development
- Unit, integration and system testing
- Problem solving: debugging, bug fixing and environment configuration
- Requirements analysis and technical/architectural solutions proposal
- Collaboration with engineers within distributed team
- Technical interviews
- Java trainings: management, mentoring

Skills && Technologies:

Java, EJB, JMS, Spring, Web Services, GWT, JSF, Ant, Maven, Jenkins, Weblogic, Oracle

Java Developer| GlobalLogic US
Dec 2010 - Apr 2013
Mykolaiv, Ukraine

Description:
Design and development of custom OSS applications for a world-leading provider of telecommunications equipment and services to mobile and fixed network operators.

Responsibilities:
- Design and development
- Unit, integration and system testing
- Problem solving: debugging, bug fixing and environment configuration
- Requirements analysis and technical/architectural solutions proposal
- Collaboration with engineers within distributed team
- Technical interviews
- Java trainings: management, mentoring

Skills && Technologies:
Java, EJB, JMS, Spring, Web Services, GWT, JSF, Ant, Maven, Jenkins, Weblogic, Oracle

Education

CHDU (Black Sea State University named after Petro Mohyla)
Aug 2001 - Mar 2007
Mykolaiv, Ukraine

Qualification: Master of computer science

Languages

English :: Advanced
Ukrainian :: Native