MATVIIENKO ANDRII Junior Embedded Developer | UAV Engineer

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Professional summary:

Software Engineer with over 10 years of commercial experience. Transitioning into embedded development / UAV engineering.

Practical projects:

- ESP32-C3: Developing a dashboard to display analytics for my own website using the Google Analytics 4, Search Console and AdSense APIs. Working with C/C++ in Arduino IDE.
- FPV / Social Drone UA: Assembled 18 seven-inch FPV drones and one ten-inch bomber drone. Hands-on experience in soldering, assembly, firmware flashing and configuration. Received a letter of appreciation from the “5th Separate Assault Brigade "Kyiv".
- FPV equipment: Assembled and modified a device for detecting FPV video signals.
- Raspberry Pi: Set up Pi-hole for network-wide ad blocking. Also have practical experience with Arduino and ESP32.
- 3D printing: Built my own 3D printer based on an open-source Prusa design.

Currently working as a Frontend Team Lead at TalkRemit, leading a team of three engineers and responsible for frontend architecture and product development. Experience with API integrations, automated testing, Git, Linux, Docker and CI/CD. My main commercial stack includes JavaScript / TypeScript, Vue / Nuxt, React and Node.js, with additional experience in Python / Django and PHP. Hold an engineering degree in Mechanical engineering from Kyiv Polytechnic Institute. From 2013 to 2015, worked as a Manufacturing Engineer at “ANTONOV” State Enterprise, developing manufacturing process plans for CNC equipment and working with production tooling and wing assembly processes. Completed VYRIY’s FPV drone assembly course and the “Narodnyi FPV” engineering course on Prometheus, earning a certificate for the latter.

Technical Skills

Embedded and hardware: C/C++ - beginner level; ESP32 / ESP32-C3, Arduino, Arduino IDE; Raspberry Pi; FPV drone firmware flashing and configuration, soldering and assembly. Tools used include Betaflight, ExpressLRS and ESC Configurator, with experience working with SpeedyBee, SoloGood and Messiah flight controllers

Software development: JavaScript, TypeScript, Python, Node.js, React, Vue / Nuxt; REST APIs, maps in web applications; experience with Python / Django and PHP / WordPress.

Tools and quality: Git, Linux (Ubuntu), Docker, CI/CD; unit, integration and E2E testing, code review, technical leadership.

Engineering experience

ANTONOV State Enterprise | Manufacturing Engineer | Sep 2013 - Jun 2015

- Developed manufacturing process plans for CNC equipment and worked with production tooling.
- Worked on manufacturing processes for assembling wings and their components.

Commercial Software Development

“TalkRemit”, Front-End Team Lead | December 2020 - Present

- Lead a team with 3 Front-End engineers and oversee frontend delivery across remittance web applications, agency portals, internal dashboards, corporate websites and web widgets
- Own technical implementation and ongoing maintenance of customer-facing products, including P2P and Agency Portals applications, with complex flows and third-party API/SDK integrations.
- Drive frontend architectural decisions, code reviews, refactoring, build optimization, and maintainability improvements across Vue/Nuxt applications.
- Work with CI/CD pipelines and Docker-based development workflows; collaborate across engineering and product teams on production releases and issue resolution.
- Participate in the ongoing transition toward a microservices architecture and the adoption of AI-assisted development workflows.
- Responsible for a total of 13 frontend projects across the company.

Selected products: talkremit.com · dahabshiil.com

“AgroOnline”, Front-end developer (January 2020 - December 2020)

- Built and maintained web applications using Vue.js, JavaScript, Node.js, and modern frontend tooling.
- Used Python as part of commercial project development; collaborated across frontend and backend.

Product: agro-online.com

“Redwerk”, Front-end developer (March 2018 - January 2020)

- Last projects - : https://openteams.com/, https://www.justinalexander.com/ - During my work at Redwerk, i developed/participated in the development of 13+ projects, starting from simple mini-SPA to complex highly loaded projects.

Recent projects:

- JustinAlexander - Highly loaded site for a famous designer of wedding dresses

Front-End: ES6, JQuery, SASS, Bootstrap, Webpack

Back-End: Python, Django, Docker

I highlighted the backend technology since it would not be easy for a simple front-end developer without knowledge of these technologies to work.

- OpenTeams: A very interesting project, where the customer is Travis Oliphant (the creator of NumPy, SciPy), the project is presented as a social network for OpenSource developers

Front-end: Vue.js, Nuxt.js, Bootstrap.

I also participated in hiring Front-end developers, interviewed on such technologies - ES5/ES6, React .js, Vue.js, Layout (HTML, CSS, Preprocessors). Selection of resumes for interviews, code review

“OOO Pollee”, Front-End developer (May 2016 - March 2018)
Developed websites, landing pages, and WordPress themes/plugins using JavaScript, React, Node.js, PHP, MODX and frontend build tools.

“Freelance”, (August 2015 - May 2016)
- Built and maintained websites and landing pages using JavaScript, PHP, HTML/CSS, and Sass

“OOO RubyKiev”, junior Ruby developer (May 2015 - August 2015)
- Supported frontend tasks and testing in a Ruby on Rails environmentBootstrap;

“Studio Nirvana”, junior game developer (2015 - May 2015)
- Developed Flash games using ActionScript 3.0

Education

National Technical University of Ukraine ‘Kyiv Polytechnic Institute‘: 2008-2014 Master’s degree Mechanical engineering and “Computer Synthesis of Facilities”

Languages

Ukrainian - native, English - Upper-Intermediate