GO Developer

ABOUT

A Golang Developer with 5 years of experience with deep understanding of the Go programming language and its application in building efficient and scalable software solutions. With a track record of delivering robust and maintainable code, I thrive in collaborative environments and excel at translating complex requirements into elegant, functional code.

EXPERIENCE

- Specialized in designing and developing high-performance backend systems, APIs, and microservices, leveraging Go's concurrency features.
- Led the design and implementation of a microservices architecture using Golang, effectively breaking down a monolithic application into independently deployable services.
- Engineered critical APIs for a real-time data analytics platform, focusing on performance optimization and seamless integration with front-end applications.
- Conducted in-depth profiling and analysis, identifying bottlenecks and areas of improvement.

TECH STACK

- GO
- Python
- C++
- C#

EMPLOYMENT HISTORY

Golang Developer, Akamai Technologies

January 2023 — Present

I contribute to the development of backend services, API integrations, and data processing pipelines, collaborating closely with senior developers to deliver efficient and scalable solutions. My experience includes working with Go's concurrency patterns, unit testing, and code optimization techniques, demonstrating a commitment to writing clean and maintainable code.

Go Developer, Acreto

January 2022 — September 2022

In my role as a Go Developer, I have accumulated extensive hands-on experience in designing, developing, and maintaining robust and scalable software solutions using the Go programming language. I have successfully contributed to the entire software development lifecycle, from requirement analysis and architecture design to coding, testing, and deployment.

Developer, DataArt

November 2020 — December 2021

As a developer my responsibilities included designing and implementing high-quality code for diverse applications, collaborating with cross-functional teams, adhering to coding best practices and delivering innovative solutions that align with project goals and user needs.

Golang Developer, Software Inn Sp. z o.o.

January 2019 — November 2020

In this role I was responsible for crafting and optimizing software solutions using the Go programming language. With a keen eye for performance tuning and a passion for writing concise and maintainable code, I've consistently contributed to delivering high-quality applications that align with both technical standards and user needs.

Jr.Golang Developer, Software Inn Sp. z o.o.

August 2018 — January 2019

During my tenure as a Junior Golang Developer, I focused on the development of robust APIs, versatile CLI applications, and various tools utilizing GoLang technology. I actively contributed to the design, implementation and testing of these software components, ensuring high performance and reliability.

Jr.Python Developer, Software Inn Sp. z o.o.

November 2017 — July 2018

As a Junior Python Developer, I was responsible for development of Python scripts and tools, contributing to the enhancement of operational efficiency, workflow automation and crafting robust and efficient code to address various business needs. Additionally, I actively participated in the maintenance and management of OpenStack servers, ensuring their smooth operation and optimal performance.

Golang Developer, Acreto

August 2018 - November 2020

As a Golang Developer, my responsibilities included designing and developing high-performance, scalable, and efficient software solutions using the Go programming language. I collaborated with cross-functional teams to understand requirements, architect robust systems, write clean and maintainable code, and conduct thorough testing.

Junior Software Developer, Software Inn Sp. z o.o.

November 2016 — September 2017

In my role as a Junior Software Developer, I was responsible for crafting peripheral device description scripts using an internal debugger's language tailored to a range of Microcontroller Units (MCUs). I collaborated closely with the development team to create efficient and accurate scripts, enhancing the debugging process and contributing to seamless MCU integration.