Curriculum Vitae

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Personal details

Name	Maxym Kot
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E-Mail	maximkott@gmail.com
Birthdate	23.05.1991
Civil status	Married
Nationality	Ukraine
Website	http://maxim.io
I speak	Swiss German, German, Russian and English

Work

2019	Working as contractor, through Kelly Services, at Google, Zürich, rewriting frontend components in Polymer 3
2015 - Now	Senior software developer at RaiseNow AG, Zürich (FinTech), working remote for almost two years
2017 - Now	CTO / CEO at Bytesoft, nearshoring agency from Ukraine with customers in Switzerland
2018	Development of an options trading software for the german Eurex exchange
2017	Development of crypto trading software leveraging inefficiencies of various trading platforms
2014	Development of a larger web application for a private client
2010-2011	Taking small side projects as software developer

Studies

2014-2015	Internship as software developer at iBrows, Zürich
2011-2015	Professional school as software developer, Bern
2008-2010	Traveling, various jobs in and outside of the IT sphere
2007-2008	Internship as software developer at Nemos, Zürich

Primary Schools

2007-2008	Milchbuck, Sek A, Zürich

2005-2007   Hinterbirch, Sek. A, Bülach

Skills

Programming languages   PHP, JavaScript, TypeScript, Kotlin, Java, C#
Fullstack development   Development of APIs, web applications, single page applications,
                            mobile applications, designing of software systems
Other   Git, Pair Programming, Code Review, Photoshop, Sketch, TDD,
                            BDD, DDD
Team lead   I had the opportunity to gather experience in team leading, team
                            building and team education for almost two years and I'm still
                            doing it for my company in Ukraine.
Interviewing   I've interviewed over 20 developers for various positions as
                            senior and middle developers

Technologies

React, MobX, TypeScript   Development of single page applications, widgets and
                            components
Laravel / Symfony   Development of APIs and web applications
Koa, Express   Development of APIs
Spark   Development of APIs
Xamarin, Ionic   Development of mobile applications
MySQL, PostgreSQL,   Data stores for various use cases
MongoDB
RabbitMQ   Messaging between systems / subsystems
Redis   Caching, performance optimisation
Vagrant   Local dev environment
Sass, Less, Stylus   To make things pretty
Vue   I used it in a few smaller projects before I switched to React
Angular 1.x, 2.x, 4.x   Angular 1.x was one of the first frontend frameworks that I've
                            used back in the days, over the years, once in a while I had to use
                            it's successors.
Bash   I've built quite a few sophisticated CLIs and scripts for various
                            projects and services

Workflow

macOS   I work on macOS for seven years
JetBrains IDEs   For many years I've been a power user of the various JetBrains
                            IDEs
Github, BitBucket, Jira   I've been using VCS and ticket systems on a daily basis

Open source

I've never been a big contributor to the open source community, however, a few years back I wrote a huge collection of PHP libraries (50+) that are still in use in many projects that I've worked on. Everything is written in a very modular manner, well tested and comes with a decent documentation. You'll find all the repos at https://github.com/weew.

Professional interests and goals

Technology wise, I'd like to work more with things like React, TypeScript and Kotlin. I would say that I've lost my interest towards PHP over the last few years, but I wouldn't avoid it, depends a lot on the project, code base, etc. My interest for Angular also diminished in favor of React.

I would be very interested to gain experience in machine learning and blockchain related technologies.

For me it is very important to work in a team of skilled people, where quality is always a priority and not a "nice to have". I'm very capable of writing clean, maintainable and testable code. I love to design software systems, unfortunately I don't get to do this as often as I'd like to. Although quality is very important to me, this doesn't mean that I am slow at what I do, quite on the contrary, people tend to tell me that I get things done very fast.

I am an eager learner and always ready for new challenges.

Personal interests

I'm a simple guy and like simple things like fast cars, having a nice cigar with a good whisky, or maybe a glass of wine and some cheese and antipasti, talking about tech and cars, spending time with my family (we have a little baby girl and a very cute dog), travelling and reading (although I don't do that these days as often as I used to).

Mentionable projects

Escrow banking service

I designed and developed a service for banking purposes in combination with PostFinance that has been working flawlessly for many years now, without any updates and fixes. (PHP, my libraries)

Payment APIs

I've been part of the core team at RaiseNow and had the opportunity to work on their payment API that is highly used by thousands of customers. (PHP, Symfony)

Standalone widgets

I was the lead developer at the most selling widget product at RaiseNow. I had the chance to write a new, improved version based on its predecessor. It is very complex, customizable and highly used. (React, MobX, TypeScript)

Helsana game

Back in the days I wrote a 2D game for the Helsana insurance company which was meant for educational purposes for their agents. (Angular, Symfony)

Options trading

I wrote a trading software for the german Eurex exchange based on the InteractiveBrokers API. It was a very tricky and highly demanding project. It was never finished because of financing issues but still, I am very fond of it and I learned a lot. (Kotlin, Spark, React, MobX, TypeScript)

Crypto arbitrage

I wrote an arbitrage trading software to leverage the high volatility of the various crypto currencies. Unfortunately, the trading opportunities diminished during the development phase and made me stop this project. Lessons learned, much fun. (TypeScript, Koa, React, MobX)