

Anton Shevchenko

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[GitHub](#) | [LinkedIn](#) | [Portfolio Website](#)

SKILLS

- **Languages:** TypeScript, JavaScript (ES6+), C#, Java, Python.
- **Backend:** Node.js, NestJS, Express, Bun, Hono, Microservices, REST API, GraphQL, WebSockets, JWT.
- **Frontend:** HTML, CSS, React
- **Data & Cloud:** SQL (PostgreSQL, MySQL), MongoDB, TypeORM, Prisma, AWS S3, Docker, Vercel.
- **Testing & Tools:** Jest, Linux, Git, Github, Github Actions, Monorepo, Biome, Swagger/OpenAPI.

WORK EXPERIENCE

Słodkiewicz Gym & Fitness

Jul. 2025 - Aug. 2025

2-month contract - **Full Stack Developer**

Poznań, Poland

- Developed full-stack features for a gym management platform using **NestJS**, **React**, and **TypeScript** within an **Nx Monorepo**.
- Designed robust relational databases using **Prisma ORM** and **PostgreSQL**, implementing high-performance **GraphQL** APIs alongside secure **JWT** and multi-role authentication mechanisms.
- **Engineered** automated scheduling modules with email notification pipelines, containerizing applications via Docker for streamlined CI/CD deployment using GitHub Actions.

Sysmo.pl - rozwiązania IT sp. z o.o.

Jul. 2025 - Aug. 2025

1.5-month internship - **Backend Developer**

Poznań, Poland

- Contributed to commercial web applications using **NestJS** and **PostgreSQL**, focusing on modular architecture and scalable database design.
- Developed and extended **RESTful API endpoints**, ensuring data integrity through strict DTO validation and TypeORM-managed migrations.
- Integrated external services and optimized database queries to improve application response times.

Poznan University of Technology

Oct. 2022 - Present

Study Projects and Practices

Poznań, Poland

- Architected and deployed a **microservices-based AI platform** (Engineer's Thesis), achieving high availability through service isolation and automated deployment pipelines.
- Collaborated in both **team** and **solo projects** for different types of tasks and projects
- Developed software and hardware compatibility solutions

SELECTED PROJECTS

- [Student Helper - AI-Powered Exam Preparation Platform](#)
 - Architected a **microservices** system using **NestJS** and a **monorepo** structure consisting of five autonomous services: API Gateway, Auth, CDN, Processing, and Quiz.
 - Integrated **Google Gemini 2.5 Flash** to automate content analysis and generate structured quizzes, flashcards, and summaries using advanced prompt engineering and JSON output constraints..
 - Engineered a dual-stage extraction pipeline combining native PDF parsing with a conditional **Tesseract.js OCR** fallback for processing digital and scanned academic documents.
 - Implemented secure data management using **PostgreSQL** and **TypeORM**, featuring stateless **JWT** authentication, 12-round bcrypt hashing, and ACID-compliant transactions with pessimistic locking.
- [Personal Portfolio Website](#)

- Architected a high-performance **personal portfolio** utilizing **Astro 6** with **Server-Side Rendering** to achieve near-instantaneous content delivery, optimal SEO, and dynamic data hydration.
 - Engineered interactive **full-stack client features**—including a real-time typing speed tester, custom terminal simulators, and retro mini-games—natively leveraging **React**, **TypeScript**, and optimized unidirectional data flow.
 - **Integrated** the **Spotify Web API** via serverless edge functions to stream live playback states, implementing a secure, automated OAuth2 pipeline using client credentials and persistent refresh token exchange.
 - **Designed** a scalable, zero-dependency style architecture using **Vanilla CSS custom properties**, featuring a persistent client-side theme-switching mechanism engineered to eliminate runtime layout shifts (CLS).
- **AI Mafia - Real-Time Event-Driven Game Engine**
 - Developed a real-time, voice-first party game utilizing the **Gemini Live API** as an automated Game Master to narrate gameplay, facilitate discussions, and enforce game logic through streaming PCM audio.
 - Integrated **Fishjam Cloud (WebRTC)** for multi-peer video infrastructure and **MediaPipe** for facial expression tracking, enabling the AI to detect and react to players' "poker faces" in real-time.
 - Engineered a high-performance backend using **Bun** and **Hono** with native WebSockets to manage complex state transitions, synchronized game phases, and automated player timeouts.
 - Secured game integrity by centralizing all sensitive state and role distribution on the server, validating player actions (voting, night kills, investigations) while preventing client-side data leaks.
- **Advertisement portal backend**
 - Developed a modular backend using **NestJS** and **TypeORM** to manage a classifieds platform, implementing role-based access control and complex relations between announcements, categories, and users.
 - Implemented a comprehensive authentication and authorization system using **Passport.js** (Local and JWT strategies), utilizing custom **Guards** and **Decorators** to secure RESTful endpoints and manage user permissions.
 - Built a structured data layer utilizing the **Repository Pattern** and **DTOs** with strict **class-validator** integration to maintain data integrity and facilitate clean, testable business logic.
- **Other projects:**
 - **Movie Review App:** Kotlin, REST API, MySQL.
 - **Currency Changer (Team Project):** Java, JavaFX, REST API.
 - **Game Prototype:** Godot 4, Python, GDScript.

EDUCATION

Poznan University of Technology | Master of Science in ICT

- *Major: ICT*

Mar. 2026 - Present
Poznań, Poland

Poznan University of Technology | Engineer in ICT

- *Major: ICT*
- *Thesis: "Student Helper - AI-Powered Exam Preparation Platform"*

Oct. 2022 - Feb. 2026
Poznań, Poland

CERTIFICATIONS

- Node.js, Express, MongoDB & More: The Complete Bootcamp - Udemy
- "Advanced Modern C#" and "Master C# fundamentals" - Udemy
- Recruitment 20h seminar "Become a C# Backend programmer" - Kamsoft

LANGUAGES

- English - Work proficiency
 - Polish - Native
 - Ukrainian - Native
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Wyrażam zgodę na przetwarzanie moich danych osobowych dla potrzeb niezbędnych do realizacji procesu rekrutacji zgodnie z Rozporządzeniem Parlamentu Europejskiego i Rady (UE) 2016/679 z dnia 27 kwietnia 2016 r. w sprawie ochrony osób fizycznych w związku z przetwarzaniem danych osobowych i w sprawie swobodnego przepływu takich danych oraz uchylenia dyrektywy 95/46/WE (RODO).

I hereby give consent for my personal data to be processed for the purposes of the recruitment process in accordance with Regulation (EU) 2016/679 of the European Parliament and of the Council of 27 April 2016 on the protection of natural persons with regard to the processing of personal data and on the free movement of such data, and repealing Directive 95/46/EC (GDPR).