

# HLEB ZHYNKO

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## EDUCATION

### University of Wisconsin - Madison

B.S. in Computer Science and Physics

Madison, WI

Expected: Dec 2025

**GPA:** 3.91 / 4.00

**Honors:** Dean's List (2022-2024)

**Relevant Coursework:** Data Structures and Algorithms, OOP Programming (Java), C++ Programming, Machine Organization (C)

## TECHNICAL SKILLS

**Languages:** C#, Java, TypeScript, JS/HTML/CSS, Rust, Python, SQL, C++, C

**Frameworks:** Node.js, Next.js, React, React Native, TailwindCSS, .NET, Blazor, Jakarta, Quarkus

**Tools:** Git, Linux, Docker, GitHub Actions, Travis CI, Postman, REST API

**Infrastructure:** AWS (Lambda, S3, EC2), GCP Functions, MongoDB, MySQL, PostgreSQL, Kafka

## EXPERIENCE

### Software Engineer Intern

Colvir Software Solutions

Jun 2024 – Present

Warsaw, Poland

- Developed a portal for managing data integrations across two versions of banking software using React and Java
- Reduced developer time by >75% by implementing a flexible no-code solution for managing data streams
- Participated in communications with customer banks to ensure seamless transition to new version of banking software
- Maintained library of React components and implemented Jest testing, increasing test coverage by 50% across codebase

### Peer Mentor

UW-Madison Computer Sciences

Sep 2023 – Present

Madison, WI

- Supported 200+ students in the CS 300 course (Programming II, Java) on project assignments and course content
- Improved student understanding of core programming concepts (OOP, data structures, algorithms)

### Software Developer

ITSTEADY

Dec 2022 – Present

Boston, MA (Remote)

- Implemented 5 software projects as part of an Agile team using .NET, JS/TypeScript, and React
- Collaborated with team using Git, Jira, and CI systems to deliver the projects to multiple small business clients

## PROJECTS

**IF Tools** | C#, ASP.NET, Blazor, JavaScript/HTML/CSS, REST API, Git, Docker, AWS, MongoDB

Apr 2021 – Present

- Built a containerized full-stack web application using C#, Blazor, and mobile flight simulator REST API
- Used .NET Blazor and HTML/CSS to design a clean, adaptive UI and deployed app to AWS EC2
- Used MongoDB Atlas and AWS S3 for user content and built a CI/CD pipeline through Github Actions

**Stardew Valley Mods** | C#, XNA, Git

May 2020 – Present

- Developed 7 mods that improve the player experience by adding/modifying game mechanics using C#
- Published to a modding website gaining 50K+ downloads

**AI Penguins** | Rust, LLM, GGML, HuggingFace, Godot Engine, TTS

Jun 2023 – Jul 2023

- Leveraged the GGML machine learning library through Rust to generate conversations using LLM inference
- Visualized the TTS-voiced conversations using Godot Engine and streamed live on YouTube to 400+ viewers

**Procedural Railroads** | Rust, Bevy Engine, Cargo, WebGPU, WGSL

Dec 2022 – Jan 2023

- Used Rust to build multi-threaded continuous procedural landscape generation and A\* track pathfinding
- Rendered custom geometry using Bevy Engine and leveraged WebGPU shaders to improve visuals

**NEO Simulation** | C#, MonoGame

Oct 2021 – Nov 2021

- Utilized JPL Small Body Database data to visualize orbits of near-Earth asteroids
- Presented at science conference as part of a project in Astronomy and received 3rd place, competing with 90+ peers
- Used C# to process the data and accurately model positions of the objects, rendering them using MonoGame