

Mykhailo Holovan

Staff / Lead C++ Software Engineer | Software & Backend Systems

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SUMMARY

Hands-on Staff/Lead-level Software Engineer with 10+ years of experience delivering complex systems across C++, backend services, client-server architecture, cross-platform applications, and real-time software. Strong in architecture and implementation, Java/Spring backend development, REST APIs, PostgreSQL, Redis, integration, automated testing, performance investigation, mentoring, risk management, and technical delivery. Comfortable entering unfamiliar codebases, clarifying incomplete requirements, and taking features from architecture through production release.

SELECTED IMPACT

- Drove a systems architecture migration that reduced comparable feature implementation from about 2 weeks to 2 development days (about 3 days including testing).
- Owned planning and delivery for two complex production features, completing a 2.5–3 month scope about 2 weeks early and a 4-month scope about 2.5 weeks early.
- Developed approximately 20 production REST API endpoints and supporting data models for an eHealth platform using Java, Spring, PostgreSQL, and Redis.
- Led or coordinated multidisciplinary teams of up to 20 people and built automated dedicated-server testing for repeatable validation under concurrent-client load.

CORE SKILLS & KEYWORDS

Languages & Platforms: C++11/17/20; Java; Python; Shell Scripting; Objective-C/C++; Windows; macOS; Unix/Linux; Android; iOS; PC; PlayStation; Xbox

Architecture & Backend: Software Architecture; Client-Server Systems; Distributed Application Flows; Spring Framework; REST APIs; PostgreSQL; Redis; Jenkins; CI/CD; Matchmaking; Metaserver Integration

Engineering Delivery: Requirements Clarification; Technical Design; Feature Implementation; API Design; Automated Testing; Debugging; Profiling; Performance Optimization; Git; Perforce; Code Review; Mentoring; Cross-Functional Leadership

WORK EXPERIENCE

Bespoke Pixel Studio — Game Developer

March 2026–September 2026

Full-time | On-site | Barcelona, Spain

- Developed C++ client-server and gameplay systems in Unreal Engine 4/5, turning loosely defined requests into technical plans, implementation tasks, and production-ready behavior.
- Built and used automated dedicated-server validation to improve repeatability and reduce reliance on manual multiplayer testing.

Amber — Senior Developer

August 2021–March 2026

Full-time | Remote

- Designed and implemented complex C++ systems and client-server features from evolving requirements through architecture, integration, client acceptance, and production release.
- Defined request flows between application systems and backend/metaserver services for matchmaking and player-data handling.
- Owned estimation, task decomposition, sprint planning, and delivery across a 5-person cross-functional team spanning client engineering, backend, technical art, and project management.
- Mentored and onboarded engineers, provided technical guidance, and redistributed work as priorities and workloads changed.

PlanDoro Interactive — Team Lead / Senior Gameplay Engineer

December 2020–Present

Part-time contract | Remote

- Lead hands-on design and implementation of networked C++ systems, reusable interfaces, client-server behavior, debugging, performance investigation, and technical delivery.
- Contribute to backend and service integration with Java, Spring, and REST APIs while supporting planning, mentoring, and client communication.

WORK EXPERIENCE — CONTINUED

PlanDoro Interactive — Middle Developer — Systems, Animation & Android

January 2018–December 2020

Part-time contract | Remote

- Implemented C++/Blueprint client-server, animation, Android, and cross-platform systems across UE4/UE5 mobile and PC applications.

SoftEthica, DevOps & AI Services — Team Lead — Java/Spring eHealth Platform

December 2020–January 2021

Full-time | Remote

- Led technical and delivery work across a 15-person backend, frontend, QA, and design team; coordinated priorities and dependencies to recover a slipping schedule and deliver an investor-facing milestone on time.
- Remained hands-on with Java/Spring services, REST API design, PostgreSQL, Redis, code reviews, Jenkins CI/CD, and automation scripts.

SoftEthica, DevOps & AI Services — Middle Back-End Developer — Java/Spring

August 2020–November 2020

Full-time | Remote

- Implemented about 20 production REST endpoints, database tables, caching, migrations, and reliability fixes for an eHealth platform using Java, Spring, PostgreSQL, and Redis.

Qumaron Services Limited — C++ Developer

February 2018–December 2018

Full-time | On-site

- Developed cross-platform C++ software for Android and iOS; integrated Python 2.7 systems through a C++ bridge and handled platform compatibility, SDK updates, debugging, and optimization.

SoftServe — Junior C++ Platform Developer

February 2015–October 2016

Full-time | Kyiv, Ukraine

- Ported Windows-specific C++ functionality to macOS and Unix/Linux and contributed to compiler/toolchain compatibility, Objective-C bridges, debugging, stability, performance, and refactoring.

ADDITIONAL C++ ENGINEERING EXPERIENCE

Perseverance Game Studios: Gameplay Developer, March 2021–January 2022 — C++ client-server systems, tools, Android integration, debugging, and optimization

GSC Game World: Programmer, May 2021–June 2021 — C++ gameplay/networking on S.T.A.L.K.E.R. 2 in a large UE4 codebase

Ubisoft: Gameplay Programmer, January 2021–April 2021 — C++ systems, tools, profiling, and stability on a proprietary AAA engine

2 Bytes Game Studios: Game Developer, May 2014–January 2016; Co-Founder & Lead Gameplay Developer, February 2016–January 2018 — cross-platform C++, architecture, integrations, delivery, and mentoring

EDUCATION

Kyiv National Economic University: Master's Degree in Computer Science, 2020–2022; Bachelor's Degree in Computer Science, 2017–2020

College of Information & Technology, Kyiv National Economic University: Junior Specialist in Computer Science, 2013–2017

LANGUAGES & WORK AUTHORIZATION

Languages: English — Fluent | Ukrainian — Native | Spanish — Conversational

Availability: Available to start immediately

Work authorization: Remote from Spain — no sponsorship required (employment or B2B); relocation abroad — visa sponsorship required