

VYACHESLAV TKACHYK

Full-Stack Developer · React / Three.js / Rust / Node.js

Odesa, Ukraine · vacheslavitkachik@gmail.com · github.com/drme-bit · linkedin.com/in/vyacheslav-tkachik-2a3b8a277 · drme.me

SUMMARY

Full-stack software engineer from Ukraine with ~5 years of hands-on coding experience across web, backend, and game-server tooling. Recently completed a Professional Junior Bachelor's degree in Software Engineering, with a thesis project (Nexagon) covering real-time monitoring systems built on Rust, React, WebGPU and WASM. Comfortable owning a project end-to-end — architecture, development, deployment, and maintenance — and experienced delivering freelance solutions to real clients and communities.

SKILLS

Languages: TypeScript, JavaScript, Rust, Python, Luau, SCSS, C, C++, C#, Python

Frontend: React, Three.js, Vite, Next.js, Lenis, GSAP

Backend / Infra: Node.js, Docker, PostgreSQL, Redis, Git, Linux

Other: REST API design, gRPC, WebSocket/real-time systems, CI/CD (Jenkins), Kubernetes, HashiCorp Vault, Telegram & Discord bot development, git

EXPERIENCE

Freelance Developer

2021 — Present

Self-Employed

- Built custom software solutions for clients across multiple platforms.
- Developed Roblox experiences (anime games, trading economies, horror titles) serving 2,000+ daily players, including admin panels, vehicle systems, and anti-cheat.
- Created Telegram/Discord bots for moderation, automation, and community management.
- Delivered backend APIs and full-stack web apps tailored to client needs, managing requirements, architecture, development, deployment, and maintenance end-to-end.

Backend Developer

2023 — 2025

Freelance

- Built custom Telegram and Discord bots for moderation, community management, automation, and game-server integration.
- Focused on reliable, self-hosted solutions using Python and Node.js.

Backend Developer — Banking Application Simulation

2025 — 2026

Team Project

- Designed and implemented REST API endpoints for accounts, transactions, transfers, and user management.
- Worked on business logic, data validation, error handling, and wrote comprehensive unit tests.

Diploma Project — Nexagon

2026

Software Engineering Bachelor Thesis

- Designed and built Nexagon, a platform for monitoring and managing game servers with real-time tracking, server management tools, and planned hosting integration.
- Served as the capstone thesis project for the Professional Junior Bachelor's degree.

SELECTED PROJECTS

Nexagon — Game Server Monitoring

2026

Rust · TypeScript · React · Docker · Redis

- Web instrument for admins to administer and monitor game servers with real-time metrics and alerts.
- Real-time server metrics via WebSocket streaming; WebGPU-accelerated visualizations; WASM-powered client-side data processing.

<https://gitlab.com/nxgon>

EDUCATION

Professional Junior Bachelor's Degree, Software Engineering

Thesis: Nexagon — game server monitoring and management platform