

Hnap Maksym

Full Stack Developer

Odesa, Ukraine · Remote

Born 13 August 2008

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SUMMARY

I build web platforms, APIs, Windows applications and game systems. My project experience includes a private client booking platform, personal AI/RAG applications and an Unreal Engine diploma game. I work with C#/.NET and Python backends, responsive interfaces and data storage. Open to remote full-time or part-time roles.

Hnap Maksym is the sole developer of the projects presented here. I independently developed them from idea to implementation, using AI as a tool. Ready to start immediately. Salary, work format and workload are discussed based on the offer.

TECHNICAL SKILLS

Backend: C#, .NET, ASP.NET Core, REST API, Python, FastAPI, async/await, LINQ

Frontend: HTML, CSS, JavaScript, React, TypeScript

AI and desktop: RAG, FAISS, BM25, reranking, LLM APIs, WPF, XAML, MVVM

Games: C++, Unreal Engine 5.7, Blueprints, UMG / Slate, JSON

Data and tools: SQL, SQLite, Git, GitHub, Pytest, Visual Studio 2022

Coursework: C, Java, PHP, MySQL, phpMyAdmin, Unity / Unity 2D, Cinemachine

PROJECT EXPERIENCE

ALEXA MUA

Started April 2026 · Private client project

- Built the website, authentication, customer profiles and service booking workflows.
- Integrated Telegram workflows so the owner can manage appointments, services and prices without developer assistance.

Stack: C#, ASP.NET Core, SQLite, Telegram

[Project / source](#)

JARVIS Desktop RAG

Personal project

- Implemented document and repository import, project-scoped FAISS/BM25 search and reranking.
- Built a React/TypeScript interface and answers with citations, including an evidence-only fallback.

Stack: Python, FastAPI, FAISS, BM25, React, TypeScript

[Project / source](#)

Local LLM Desktop Chat

Personal project

- Built a WPF/MVVM client with a Python API, asynchronous commands, cancellation and SQLite chat history.

Stack: C#, WPF, MVVM, Python, FastAPI

[Project / source](#)

PROJECT EXPERIENCE CONTINUED

C++ RPG FARMER

June 2026 · Diploma project

- Created mining and ore respawning, inventory, an NPC trader, stamina, progression and quests; built HUD/menus and JSON saves.
- Defended the diploma project with an excellent grade. Development tools: Visual Studio 2022, UnrealBuildTool and Git.

Stack: C++, Unreal Engine 5.7, Blueprints, UMG / Slate, JSON

[Project / source](#)

[Thesis PDF](#) · 97 pages

Qwen3 Grounded QA · QLoRA

Personal learning project

- Prepared 80 reviewed synthetic examples and a 64/8/8 train/validation/test split; implemented NF4 QLoRA training and citation/JSON validation.
- Compared the base model and adapter: the published eight-example evaluation did not show a groundedness improvement.

Stack: Python, PyTorch, Transformers, PEFT, TRL, QLoRA

[Project / source](#)

WebStudio and MAXGODDYK Portfolio

Web coursework and personal portfolio

- Built responsive layouts, mobile navigation and forms; added Ukrainian/English versions, theme selection, a sourced assistant and PDF vacancy comparison to the portfolio.

Stack: HTML, CSS, JavaScript, Node.js, PDF.js

[WebStudio](#) · [MAXGODDYK](#)

EDUCATION

Odesa Corporate Computer College · 2024-2026

Diploma in specialized education: web design, computer graphics, programming and administration of computer systems and networks. Completed 30 June 2026; diploma with supplement.

Odesa Professional College of Computer Technologies

Odesa I. I. Mechnikov National University · Enrolled since 2024 · Applied Mechanics (131). Complete general secondary education obtained in 2026.

COURSES AND CERTIFICATES

Agentic RAG Architecture · robot_dreams · 2026 · [Certificate](#)

Mobile Game Development · robot_dreams · 2025 · [Certificate](#)

GoIT web development coursework: structured practice and employment support.

LANGUAGES

Ukrainian: fluent · Polish: intermediate · English: beginner (reading and translation).