

ROMAN GRYGOROVYCH

Software Engineer, Technology Enthusiast, Investor, Founder at MyLib Systems

+ (1) 310 9944134 @ roman.grygorovych@mylibsystems.com

https://linkedin.com/in/roman-grygorovych Irvine, CA, USA



SUMMARY

Software engineering leader with 20+ years of experience architecting and delivering enterprise-grade platforms across healthcare, logistics, automotive, and entertainment industries. Expert in Java, cloud-native architecture, and full-stack development, with a proven track record of building scalable, high-performance systems from the ground up. Experienced leading cross-functional engineering teams in highly regulated environments, driving AI-powered modernization, and owning end-to-end SDLC accountability. Notable work includes architecting a B2B logistics platform at GoFortr, leading platform modernization supporting \$100M in annual revenue at Optum/UHG, and delivering a serverless ticketing reservation system at Ticketmaster. Seeking a Lead Software Engineer or Architect role where deep technical expertise and engineering leadership can drive meaningful product innovation at scale.

EXPERIENCE

Lead Software Engineer

Optum (UHG)

09/2023 - Present Irvine, California, United States

Lead software engineering across multiple teams and departments within a highly regulated healthcare insurance environment, owning full SDLC accountability for quality, security, and architectural standards. Drive AI-powered modernization initiatives — redesigning legacy systems, re-architecting applications, and building new solutions from the ground up to meet enterprise-grade performance and compliance requirements.

- Team Leadership:** Manage and mentor a team of 4–6 engineers while coordinating cross-departmentally across programs supporting up to \$100M in annual revenue and 100TB+ of customer health data.
- Cloud Architecture:** Architect and lead cloud infrastructure modernization and application development, establishing engineering standards adopted across multiple product teams.
- Security & Compliance:** Own security and compliance posture across customer-facing and internal services in a HIPAA-regulated environment, protecting sensitive data at scale across tens of applications and services.
- AI Innovation:** Champion AI-empowered solutions to optimize financial operations, improve product quality, and accelerate delivery velocity across engineering teams.
- Platform Modernization:** Lead technology migrations and platform innovations, driving measurable improvements in reliability, scalability, and maintainability across the portfolio.

Staff Software Engineer

Jump

11/2022 - 09/2023 Los Angeles, California, United States

As a Senior Software Engineer at Jump, I played a critical role in developing and designing backend solutions of the operating system for live sports events, specifically focusing on the ticketing system. Jump serves as the operating system for live sports events, with a primary focus.

- Full-Stack Development:** Led the development of a full-stack ticketing platform.
- Team Leadership:** Led a software team, optimizing processes for increased efficiency.
- Technology Implementation:** Pioneered the implementation of modern technologies for enhanced platform capabilities.
- Micro-services Development:** Built micro-services using Java, TypeScript, Go Lang, Groovy, and NextJS (React) for the frontend.
- Infrastructure Orchestration:** Orchestrated AWS infrastructure using Terraform, Kubernetes, and GitLab CI/CD.
- Department Management:** Managed the Core department, focusing on efficiency improvements through KPIs.
- Project Architecture:** Applied expertise in project architecture, ensuring robust and scalable solutions.
- Documentation:** Maintained comprehensive documentation for projects and processes.

LANGUAGES

English
Proficient



Ukrainian
Native



Russian
Native



CERTIFICATIONS

Bachelor Diploma in Applied Mathematics

Kotsyubyns'koho St, 2, Chernivtsi, Chernivtsi Oblast, Ukraine, 58012

Certificate in Java/HTML Programming

Educational Center "Retro", Chernivtsi, Chernivtsi Oblast, Ukraine

Certificate in Computer Basics

Educational Center "Retro", Chernivtsi, Chernivtsi Oblast, Ukraine

AWARDS



Recommendation from Segoviasoft



Recommendation from SAGA Software

EDUCATION

Bachelor of Applied Mathematics, Computer Engineering

Yuriy Fedkovych Chernivtsi National University, Applied Mathematics Faculty, Chernivtsi, Ukraine

01/2001 - 01/2006

Certificate, Junior Java Programmer

Retro Training Company, Computers Technologies Center, Java/HTML Programming, Chernivtsi, Ukraine

01/1999 - 01/2000

Certificate, Computer Basics

Retro Training Company, Computers Technologies Center, Computer Basics, Chernivtsi, Ukraine

01/1999 - 01/1999

Diploma, Secondary degree

Secondary school of general education, Chernivtsi, Ukraine

01/1997 - 01/1999

EXPERIENCE

Lead Software Engineer

EPAM Systems

📅 01/2019 - 11/2022 📍 Los Angeles County, California, United States

As a Lead Software Engineer at EPAM, I collaborated directly with clients such as TicketMaster and CoreLogic, delivering efficient solutions and optimizing critical components of ticketing platforms, specifically focusing on reservations and checkouts. EPAM is a leading global provider of digital platform engineering and software development services. The role involved close collaboration with clients and a focus on optimizing ticketing platform components.

- **Solution Architect:** Acted as a Solution Architect, collaborating closely with enterprise clients to design scalable, high-performance software solutions tailored to complex business requirements.
- **Ticketing Reservation and Checkout:** Successfully implemented a serverless reservation and checkout platform.
- **Performance Testing Framework:** Developed a robust performance testing framework catering to high demand events.
- **Observability Framework Design:** Designed an observability framework integrating OpenTracing and Lightstep.
- **Enterprise-grade Single Sign-On (SSO) Solution:** Ensuring secure, seamless authentication across multiple integrated services and compliance with identity management best practices.
- **Software Development Leadership:** Directed software development efforts, improving services and conducting successful demos.
- **Contribution to Innovative Solutions:** Contributed to innovative Enterprise Software Solution design and DevOps practices.

Lead Software Engineer

EPAM Systems

📅 03/2017 - 01/2019 📍 Lviv, Ukraine

As a Lead Software Engineer at EPAM in Lviv, Ukraine, I collaborated directly with clients such as Ticketmaster. My role involved efficiently addressing issues, leading development efforts, and improving services in diverse technologies, including Java, Scala, and Spring. EPAM is a leading global provider of digital platform engineering and software development services. The role involved close collaboration with clients, leading development efforts, and ensuring the delivery of high-quality solutions.

- **Client Collaboration:** Collaborated with clients, notably Ticketmaster, to address issues efficiently and meet their requirements.
- **Development Leadership:** Led software development initiatives, enhancing services and leveraging technologies such as Java, Scala, and Spring.
- **Solution Presentations:** Presented new and innovative solutions to clients, showcasing the capabilities and benefits.
- **Quality Assurance:** Ensured project quality through thorough testing and adherence to best practices.
- **Architecture Documentation:** Documented architectural decisions and designs for transparency and knowledge sharing.
- **Progress Reporting:** Regularly reported project progress to stakeholders, ensuring transparency and alignment.

Senior Software Developer

Intellias

📅 09/2015 - 03/2017 📍 Lviv, Ukraine

As a Senior Software Developer at Intellias, I worked closely with EveryMatrix to address issues onsite, delivering effective solutions and contributing to the development and enhancement of platform services. Intellias is a leading software engineering company, and my role involved working closely with EveryMatrix to provide efficient and innovative software solutions.

- **Client Collaboration:** Worked directly with EveryMatrix to resolve issues and meet client expectations.
- **Monitoring Implementation:** Successfully implemented ELK-based monitoring for backend services, ensuring performance optimization.
- **Platform Development:** Developed new platform services and infrastructure using Java and Spring.
- **Thorough Testing:** Conducted rigorous testing to ensure the reliability of developed solutions.
- **Architecture Documentation:** Meticulously documented project architecture using UML and Visio for effective communication.

EDUCATION

Certificate, Junior Pianist

Musical school, Piano, Donetsk, Ukraine

📅 01/1991 - 01/1997

Diploma, unfinished

Secondary school of general education, Donetsk, Ukraine

📅 01/1990 - 01/1997

PROJECTS

GorFort Platform

📅 09/2023 - Present 📍 Irvine, United States

GorFort is a next-generation web and mobile platform designed for car hauling dispatchers to efficiently manage their fleets in real time. The platform leverages a SMART process and AI-driven engine to streamline onboarding, allowing users to get started within minutes. It features a flexible licensing model based on cost-per-driver (CPD), eliminating hidden fees tied to loads or deliveries. Used by hundreds of transporters across the U.S., GorFort simplifies daily operations by centralizing load management, shipment tracking, invoicing, client agreements, and communication with dealers and brokers—all within a single app. It also includes tools for digital BOL processing, signatures, and inspection workflows. The system was built using Java, JavaScript, React Native, React.js, PHP, and Yii2, with PostgreSQL as the primary database. Development and CI/CD processes were supported by Git, Jenkins, and Xcode.

Checkout 2

📅 01/2019 - 11/2021 📍 Los Angeles, United States

Checkout 2 Platform was a high-performance, serverless ticketing system responsible for handling the complete reservation and purchasing flow. The system was developed using Java, Scala, and the AWS SDK, with DynamoDB as the main datastore. Infrastructure and deployment were managed through Terraform, AWS CLI, Git, and GitLab Pipelines. The work involved designing and implementing new backend flows and features, integrating with external services, and improving both test coverage and overall system stability through extensive non-functional testing. I was also responsible for defect analysis, gathering technical requirements, writing documentation, and driving the adoption of high coding standards. The project included active participation in architectural discussions, code reviews, pair programming, and regular demo sessions to showcase key improvements and ensure alignment with stakeholders.

Ticketing Application Platform (TAP)

📅 03/2017 - 01/2019 📍 Los Angeles, United States

TAP (Ticketing Application Platform) was the legacy core backend system responsible for managing the transactional flow of ticket reservations and purchases. Developed in Java and deployed on-premises, TAP handled critical operations such as seat inventory, order processing, and payment coordination. The system served as the foundation for earlier ticketing workflows, with a focus on reliability, transactional integrity, and performance within controlled infrastructure environments. Responsibilities included maintaining and extending core functionalities, addressing performance bottlenecks, managing integrations with dependent systems, and supporting migration planning efforts toward newer, cloud-based architectures.

EXPERIENCE

Solution Architect, Java Enterprise Engineer

Segoviasoft

09/2014 - 09/2015 Lviv, Ukraine

As a Software Architect at Segoviasoft Company, I played a pivotal role in designing and delivering a comprehensive ERP platform, covering key aspects such as Accounting, CRM, SRM, Warehouse, HR, Resource Planning, and Business Automation. Segoviasoft Company is a leading provider of innovative software solutions, and my role as a Software Architect involved spearheading the design and development of a comprehensive ERP platform.

- Requirements Capture:** Collaborated closely with the CEO to efficiently capture requirements, ensuring alignment with business objectives.
- ERP Architecture:** Crafted the architecture for the ERP platform, tailored to the needs of a product company.
- Team Leadership:** Led a cross-functional software development team, overseeing both backend and frontend development.
- Solution Presentation:** Regularly conducted demos for top management, providing direct progress updates to the CEO.
- Platform Development:** Developed new platform services and infrastructure using Java, J2EE, Spring, Vaadin, PostgreSQL, RabbitMQ, JavaScript, Google Cloud, GitLab, and other tools.
- Software Quality Assurance:** Ensured software quality through rigorous testing, leveraging tools such as JUnit, Mockito, PowerMock, RestAssured, and Betamax.
- Technical Documentation:** Created essential technical documentation and detailed requirements specifications using UML and Visio for clear communication and knowledge sharing.

Java Enterprise Engineer

Intellias

12/2013 - 08/2014 Lviv, Ukraine

Software Engineering Manager

MyLib Systems

11/2008 - 11/2013 Chernivtsi, Ukraine

Java Software Engineer, Applied Mathematician

SAGA Software

10/2006 - 10/2008 Chernivtsi, Ukraine

Technical Leader, Java Enterprise Engineer

Polymer-Bukovina Company

08/2004 - 09/2006 Chernivtsi, Ukraine

Ruby Software Engineer

IT Group Company

10/2003 - 07/2004 Chernivtsi, Ukraine

ADDITIONAL PROJECTS

ExL Programming Language

ExL ([ˈɛksl] – Expression Language) is a multi-paradigm programming language, combining functional programming with imperative programming paradigms. The ExL is a tool and framework for calculating of mathematical and logical expressions. Exl is an open source project located on GitHub repository. The project includes language interpreters, which can execute code from file or typed directly in console. Also, the framework allows invoking the expressions from Java code using intuitive and extensive API.

Mylib Framework

Mylib is an open source framework located on GitHub repository. The Mylib designed to solve repeated problems in software engineering. The framework is a facility to build powerful and robust software in best software developing practice. It includes next software engineering tasks: multithreading support, Graphical User Interface (GUI), image processing, file manager, logging system, mathematical calculations, object pool, text processing, algorithms and data structures.

PROJECTS

Jump Ticketing System

11/2022 - 09/2023 Irvine, United States

Jump Ticketing System is a modern, full-stack platform built to streamline ticketing operations through a scalable microservices architecture. Developed using Java, TypeScript, Go, Groovy, and Next.js for the frontend, the system offers robust performance and flexibility. The infrastructure was orchestrated on AWS using Terraform, Kubernetes, and GitLab CI/CD. As part of the Core department, the focus was on optimizing system efficiency, maintaining strong architectural standards, and delivering well-documented, production-ready solutions aligned with business KPIs.

Enterprise SSO and IAM

09/2021 - 09/2022 Flower Mound, United States

The IAM (Identity and Access Management) project focused on modernizing legacy systems by designing new backend services, migrating critical functionality, and improving overall security and stability. Key contributions included enhancing code quality, automating CI pipelines, and integrating new services to extend platform capabilities. I was responsible for technical design, defect analysis, documentation, and leading team activities such as code reviews, pair programming, and customer demo sessions. The stack included Java, Scala, Groovy, GCP, PCF, CockroachDB, and tools like Docker, Jenkins, GitHub, and ELK.

BIPIX Cloud Platform

09/2014 - 09/2015 Lviv, Ukraine

BIPIX is a B2B platform build to facilitate growth for SME's worldwide. The aim is to do it by improving the technology and process that currently SME's use simplifying and unifying Business Processes and Communications making organizations more efficient, easier to manage and address changes while significantly reduce and accurately forecast their expenses.

Platform includes following modules: Accounting, CRM, SRM, Product, Inventory, Project, HR, Dashboard, Calendar, Email.

OddsMatrix

12/2013 - 09/2015 Lviv, Ukraine

OddsMatrix is a scalable sports betting platform designed for integration with existing gambling operators or as a standalone white-label solution. The platform supports over 14,000 live events per month across 50+ sports and 250+ betting types. My work focused on backend development using Java, contributing to key features such as market creation, odds management, risk control, and payout calculation. I was involved in building and maintaining APIs that power customizable front-end integrations, DIY market configuration tools, and real-time betting functionality. I also worked on developing robust reporting systems and bonus campaign engines, ensuring high performance, flexibility, and compliance. The solution includes a responsive mobile front-end built with HTML5 and supports both web and native iOS/Android apps.