

# ANDRIY CHERNYSH

**CTO | ENGINEERING LEADER | EXPERT IN SOFTWARE  
ARCHITECTURE, DEVOPS & SCALING TEAMS | STRATEGIC AI &  
ML: TRANSFORMING BUSINESSES FOR THE FUTURE | LEADING  
TECH STRATEGY | BUILDING SCALABLE SOLUTIONS**

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## Contact information

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## About

With 14+ years of experience in software design and development, I bring a unique and versatile skill set shaped by working across different industries — including Telecom OSS, infotainment and telematics, advertising, language localization, fintech, B2B platforms, blockchain, and most recently, Gamedev and iGaming.

My journey from junior developer to Chief Technology Officer has given me end-to-end expertise in the Software Development Life Cycle. I'm a strong advocate for Clean Architecture, DevOps culture, and continuous integration — driving innovation, scalability, and efficiency across every engineering initiative I lead.

As CTO at FAVBET Tech, I focus on building high-performing engineering organizations, aligning technical vision with business goals, and implementing scalable, cloud-native architectures, exploring practical applications of AI to unlock new business models. I lead with empathy, clarity, and data — mentoring engineering leads, shaping a healthy engineering culture, and balancing delivery speed with long-term maintainability.

## Skills & Technologies

- Java
- Software Architecture
- Cloud Computing
- DevOps Culture
- CI/CD
- Quality Control
- Team Leadership and People Management
- Strategic Technology Planning
- Databases (SQL, NoSQL)
- Strategic AI & ML: Transforming Businesses for the Future
- Spring, REST, WebSockets, GRPC, Hibernate
- Microservices, REST, CQRS+ES
- Amazon Web Services, Azure, Digital Ocean
- Docker, Terraform, Kafka, RabbitMQ
- Maven, Gradle, Jenkins, GitHub, GitLab
- Spock, Cucumber, JUnit, Mockito
- Project Management
- Agile Methodologies
- MySQL, Aerospike, Redshift, Druid.io, SparkSQL, PostgreSQL, Elasticsearch, Redis, Cascading, AXON framework (CQRS+ES)

## Experience

### **Chief Technology Officer | Favbet Tech**

**Dec 2024 – Present**

*Kyiv, Ukraine (Remotely)*

#### **Description:**

IT company specializing in the iGaming and Betting industries

#### **Responsibilities:**

##### **Strategic Vision and Leadership:**

- Define and oversee the organization's technology strategy in alignment with overall business objectives.
- Drive technological innovation to ensure a competitive edge in the market.
- Lead the evaluation and adoption of emerging technologies to improve business outcomes.
- Collaborate with executive leadership to align technology initiatives with long-term company goals.

##### **Technology Roadmap and Execution:**

- Develop and implement a scalable, secure, and robust technology roadmap.
- Oversee the architecture and development of all technical systems and platforms.
- Ensure the technological infrastructure supports future growth and evolving business requirements.

##### **Team Leadership and Development:**

- Build, lead, and mentor high-performing technology teams, including engineering, IT, and research departments.
- Leading discovery initiatives into AI adoption, including conversational AI (LLMs), predictive player analytics & dynamic recommendation engines.
- Driving prototypes of GenAI-based internal and external tools to improve operational and development efficiency, decision-making.
- Define the organizational structure and responsibilities within technical teams.
- Foster a culture of collaboration, innovation, and excellence.
- Guide recruitment, training, and professional development initiatives for technical staff.

##### **Product Innovation and Delivery:**

- Drive the development and delivery of products and solutions that meet market demands.
- Ensure timely and efficient execution of product development cycles.
- Maintain oversight of technical product management, ensuring adherence to quality and performance standards.

##### **Operational Efficiency:**

- Establish and monitor KPIs for technology performance and operational efficiency.
- Develop and implement strategies for disaster recovery, business continuity, and incident management.

##### **Financial Oversight:**

- Define and manage the technology budget.
- Identify and implement cost-effective solutions while maintaining quality standards.
- Evaluate ROI for technology investments and initiatives.

##### **Innovation and Research:**

- Promote a forward-thinking approach by integrating cutting-edge technologies and methodologies.
- Oversee research and development (R&D) efforts to explore new business opportunities.
- Stay updated with global technological trends, leveraging them to drive innovation.

#### **Cybersecurity and Compliance:**

- Ensure the organization adheres to industry-specific regulations and standards.
- Conduct regular risk assessments, audits, and penetration tests to safeguard company assets.

#### **Stakeholder Communication and Collaboration:**

- Act as the primary technical representative in discussions with stakeholders.
- Translate complex technical strategies into business terms for stakeholder understanding

#### **Company Representation:**

- Serve as a public-facing technology leader, representing the company at industry conferences, events, and forums.
- Build partnerships with external vendors, academic institutions, and technology providers to foster collaboration.

#### **Skills && Technologies:**

Microservices, DevOps Culture, Visionary Leadership, Decision-Making, Team Leadership and People Management, Project Management, Strategic Technology Planning, Agile Methodologies, Budget Management, Stakeholder Communication, Conflict Resolution, Cloud Computing, Programming Languages (Java, PHP, Erlang, Go), Database Management, Data Analytics and AI, DevOps Tools.

## Head of Software Engineering | Favbet Tech

May 2024 – Dec 2024

Kyiv, Ukraine (Remotely)

### Description:

IT company specializing in the iGaming and Betting industries

### Responsibilities:

Strategic Planning and Execution:

- Develop and implement the technology strategy and roadmap in alignment with the company's business goals.
- Ensure the scalability, security, and performance of the product.
- Lead and manage the overall technical direction of the company.

Team Formation and Development:

- Building teams to take over the development and maintenance of the product.
- Lead the recruitment, training, and onboarding processes for new technical staff.
- Foster a collaborative and innovative work environment.

Product Development and Management:

- Direct the design, development, and maintenance of the Live Casino.
- Ensure timely delivery of product features and updates.

Technical Operations and Support:

- Oversee the deployment, monitoring, and maintenance of the product.
- Implement and manage robust disaster recovery and business continuity plans.
- Ensure the availability and reliability of the product within minimal error budgets.

Budget Management:

- Develop and manage the technology budget.
- Identify cost-saving opportunities and optimize resource allocation.

Innovation and Research:

- Stay updated with the latest technology trends and advancements.
- Evaluate and integrate emerging technologies to maintain a competitive edge.
- Foster a culture of continuous improvement and innovation within the teams.

Stakeholder Communication:

- Serve as the primary point of contact for all technical matters.
- Communicate effectively with executives, investors, and other stakeholders.
- Present technology strategies, plans, and updates to the board of directors.

Security and Compliance:

- Ensure the Live Casino product adheres to industry standards and regulatory requirements.
- Implement and maintain best practices for data protection and cybersecurity.
- Conduct regular security audits and vulnerability assessments.

### Skills && Technologies:

Microservices, DevOps Culture, Team Leadership and People Management, Project Management, Strategic Technology Planning, Agile Methodologies, AWS, Java, Spring, GRPC, WebSockets, Kafka, ClickHouse, PostgreSQL, OpenSearch, Redis

## **Senior Software Architect (Studio Architecture Lead) | Playtika**

**Dec 2022 – May 2024**

*Kyiv, Ukraine*

### **Description:**

Product company specializing in interactive entertainment

### **Responsibilities:**

- Lead and manage a team of architects. This includes providing mentorship, guidance, and support to help the team members develop their skills and achieve their goals.
- Define and implement the architectural strategy for the organization. This involves collaborating with stakeholders, understanding business objectives, and aligning technology solutions to meet those objectives.
- Provide technical expertise and leadership to the team: guide architectural decisions, evaluate new technologies and trends, and ensure that the architecture aligns with industry best practices and standards.
- Oversee architectural projects to ensure they are executed successfully. This includes reviewing project plans, monitoring progress, and providing guidance to address any architectural challenges or issues that arise.
- Foster a culture of continuous improvement within the architectural team. This involves identifying opportunities to enhance processes, tools, and methodologies to drive efficiency and quality.
- Lead the design and planning phase of architectural projects.
- Possess advanced technical knowledge and expertise in architectural principles, construction techniques, materials, and building systems. Provide guidance and mentorship to other architects and contribute expertise to resolve complex technical challenges.
- Engage in research and stay updated with emerging trends, materials, and technologies in architecture, explore innovative design approaches and sustainable practices, and incorporate them into architectural solutions.

### **Skills & Technologies:**

Microservices, DevOps Culture, Team Leadership and People Management, Project Management, Strategic Technology Planning, Agile Methodologies, Java, Spring, Aerospike, Kafka, Redis

## **Lead Software Architect | Playtika**

**Jul 2019 – Dec 2022**

*Kyiv, Ukraine*

### **Description:**

Product company specializing in interactive entertainment

### **Responsibilities:**

- Responsible for the Software detailed design documentation, System and software Architecture design, for both Server and Client side (Mobile & Web)
- Manage design review meetings, planning high scale solutions
- Define and enforce code, technology standards, and technology roadmap
- Consult Product, join brainstorming sessions, and assist in defining the roadmap
- Collaborating with other departments in order to fully cover business needs
- Support R&D teams in strategical and complex projects by guiding development and solutions together with lead engineers and management
- Initiate and lead integration of new technologies and process practices

### **Skills && Technologies:**

Microservices, DevOps Culture, Team Leadership and People Management, Project Management, Strategic Technology Planning, Agile Methodologies, Java, Spring, Aerospike, Kafka, Redis

## **Chief Software Architect | Orty Inc.**

**Dec 2018 – Feb 2021 | Part Time**

*Kyiv, Ukraine*

### **Description:**

Well-organized POS with efficient upsell services customizable to customers needs (<https://orty.io/>)

### **Responsibilities:**

- Determining best-fit best fit architectural design
- Support teams during implementation including hands-on coding.

## **Chief Software Architect | Pragmatic DLT**

**Dec 2018 – Feb 2021**

*Kyiv, Ukraine*

### **Description:**

Hybrid solutions.

### **Responsibilities:**

- Determining best-fit best fit architectural design
- Support teams during implementation including hands-on coding.
- Pre-sales activities

## **Software Architect | GlobalLogic Ukraine**

**Aug 2017 – Aug 2018**

*Kyiv, Ukraine*

### **Description:**

Various projects for a technology-driven financial services provider for wealth management, universal and retail banks.

### **Responsibilities:**

- Application architecture development
- Perform requirements analysis, functional and technical design, POCs
- Cross-team communication and cooperation

### **Skills && Technologies:**

Microservices, Java, Spring, REST, AWS, Docker, PostgreSQL, MySQL, ElasticSearch, Redis, Kafka, Gradle, GitLab CI and CD/CD, Docker, JUnit, Mockito, Spock Framework

## **Lead Software Engineer | GlobalLogic Ukraine**

**Feb 2017 – Aug 2017**

*Kyiv, Ukraine*

### **Description:**

B2B trading platform for the largest company in the Netherlands in the field of plants and flowers.

### **Responsibilities:**

- Perform requirements analysis, functional and technical design, application development, product configuration, unit and system testing, and production deployment (CI/CD/CD)
- Cross-team communication and cooperation

### **Skills && Technologies:**

Microservices, CQRS + Event Sourcing, Java, Spring, REST, AWS, Docker, PostgreSQL, MySQL, ElasticSearch, Redis, Kafka, Gradle, GitLab CI and CD/CD, Docker, JUnit, Mockito, Spock Framework, AXON framework, ReactJS, Redux, Jest

## **Senior Java Engineer | Smartling**

**Aug 2016 – Feb 2017**

*Kyiv, Ukraine*

### **Description:**

End-To-End Translation Management System.

### **Responsibilities:**

- Design and development
- Unit, integration and system testing
- Problem solving: debugging, bug fixing and environment configuration
- Requirements analysis and technical/architectural solutions proposal
- Collaboration with engineers within distributed team

### **Skills && Technologies:**

Microservices, Java, Spring, AMQP, Web Services, Hibernate, Gradle, Jenkins, AWS, Terraform, Spock testing framework, RunScope

## **Java Engineer | Star**

**Oct 2015 – Aug 2016**

*Kyiv, Ukraine*

### **Description:**

Complex solution in advertisement domain.

### **Responsibilities:**

- Design and development
- Unit, integration and system testing
- Problem solving: debugging, bug fixing and environment configuration
- Requirements analysis and technical/architectural solutions proposal
- Collaboration with engineers within distributed team

### **Skills && Technologies:**

Microservices, Java, Spring, AMQP, Web Services, Hibernate, Gradle, Jenkins, AWS, Terraform, Spock testing framework, RunScope



## **Senior Java Engineer| GlobalLogic US**

**Nov 2014 – Oct 2015**

*Overland Park, KS, United States*

### **Description:**

Design and development of infotainment and telematics software for next generation automotive service delivery platform.

### **Responsibilities:**

- Design and development
- Unit, integration and system testing
- Problem solving: debugging, bug fixing and environment configuration
- Requirements analysis and technical/architectural solutions proposal
- Architectural design documents creation
- Collaboration with engineers within distributed team

### **Skills && Technologies:**

JMS, Spring, Web Services, Quartz, Hibernate, Maven, Jenkins, JBOSS, Tomcat, Oracle, Redis

## **Team Lead/Senior Java Developer| GlobalLogic US**

**Apr 2013 – Oct 2014**

*Mykolaiv, Ukraine*

### **Description:**

Design and development of custom OSS applications for a world-leading provider of telecommunications equipment and services to mobile and fixed network operators.

### **Responsibilities:**

- Design and development
- Unit, integration and system testing
- Problem solving: debugging, bug fixing and environment configuration
- Requirements analysis and technical/architectural solutions proposal
- Collaboration with engineers within distributed team
- Technical interviews
- Java trainings: management, mentoring

### **Skills && Technologies:**

Java, EJB, JMS, Spring, Web Services, GWT, JSF, Ant, Maven, Jenkins, Weblogic, Oracle

## Java Developer | GlobalLogic US

Dec 2010 - Apr 2013

Mykolaiv, Ukraine

### Description:

Design and development of custom OSS applications for a world-leading provider of telecommunications equipment and services to mobile and fixed network operators.

### Responsibilities:

- Design and development
- Unit, integration and system testing
- Problem solving: debugging, bug fixing and environment configuration
- Requirements analysis and technical/architectural solutions proposal
- Collaboration with engineers within distributed team
- Technical interviews
- Java trainings: management, mentoring

### Skills && Technologies:

Java, EJB, JMS, Spring, Web Services, GWT, JSF, Ant, Maven, Jenkins, Weblogic, Oracle

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## Education

CHDU (Black Sea State University named after Petro Mohyla)

Aug 2001 - Mar 2007

Mykolaiv, Ukraine

**Qualification: Master of computer science**

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## Languages

**English** :: Advanced

**Ukrainian** :: Native

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