



Frontend Developer

# Andrey Zhevlakov

azbangwtf@ya.ru • [Telegram](#) • [Github](#)

## COMMERCIAL EXPERIENCE:

### **HERE Wallet (2022-now)**

Web/Mobile Engineer, CTO

Development of a mobile application (**React Native**) and **web3** services (**Typescript, React**) for the **Near Protocol** and **EVM** compatible networks. Responsibility for the project architecture, technical team leader.

### **Dasha.ai (2018-2022)**

Frontend Engineer, in the tool development department

Development of user interfaces for products companies. (**React/TypeScript/Redux/ReduxSaga**)

Development of a browser-based IDE with a graphical editor for no-code solutions (**Mobx, React, gRPC**)

### **Oops Inc (2021-2022)**

**Ulkit, SwiftUI, Combine, Alamofire**, Swift developer

Engaged in the development of killer app for marking up money spending. Most of the application was written in **SwiftUI/Combine**, complex and loaded screens were moved to Ulkit.

### **StudyWorld (2021)**

Lead Frontend Developer

**TypeScript, React, Redux, GraphQL, Apollo**.

Engaged in refactoring and development of the freelance exchange platform in the field of education. Migrated the old parts of the project from the backend monolith to the client stack (**react-hooks, typescript, graphql**).

### **Freelance (2019)**

Game/Frontend Developer

**(TypeScript + Pixi.js/Phaser.js)**

Engaged in advertising promo games for mobile devices on web technologies.

Ported flash games to **canvas/webGL** for various game portals.

## MY PROJECTS:

### **Fora.Vision (2022)**

Swift/Web Developer & Co-founder

A platform for practicing real-time workouts using computer vision. The project was launched on students at ITMO University, Phystech Lyceum and is being tested on schoolchildren from different cities.

### **VINGO (VK Hackathon 2018)**

Mobile application for interactive

Hermitage research using computer vision.

Publishing on TJournal

## SOFT SKILLS:

Project management and task decomposition skills for own small teams.

**English: Intermediate**