Aleksandr Hovhannisyan

[Website](), [GitHub](), [LinkedIn](), [CodePen](), [npm]()

Software developer with a deep understanding of web fundamentals and experience writing scalable, accessible, and performant software. Comfortable working closely with designers and product owners to understand requirements, create work plans, and deliver features.

Experience

Esri – Software Development Engineer II   Sep 2020–Present • Remote

- Greatly improved the StoryMaps authoring experience by developing a new rich text editor (Slate.js, React.js, TypeScript). Co-led this initiative with another developer, closing 100+ tickets and fixing known issues that had negatively impacted the product's user experience for 2+ years. Wrote unit tests for all core editor functionality to document edge cases and ensure resilience. Educated and onboarded other developers on editor work to diversify the team's expertise.
- Delivered high-impact user-facing features, including: data tables; new rich-text formatting options; support for Google Fonts in user-created themes; a media workflow that integrates with Unsplash and other APIs; an image carousel; custom template workflows; and more.
- Supported the launch of a new standalone Esri product (storymaps.com) by building and documenting new features: pricing page, topic tagging for authored content, and more.
- Member of an internal accessibility working group. Solved challenging accessibility problems during feature development and suggested improvements during code review and in meetings.
- Continuously improved our code quality and developer experience by resolving technical debt, writing missing documentation, and refactoring old code to follow modern best practices.
- Mentored new hires and junior developers to help them succeed on the team. Paired with other developers to help unblock their work. Interviewed new hires/candidates for the team.

RB Technologies – Front-End Developer (Contract)   Apr 2020–Aug 2020 • Remote

- Created automated tooling that cut time spent on tedious administrative tasks by 90%.
- Fixed responsiveness issues that prevented customers from using the web app on mobile/tablet.
- Wrote thorough documentation (both inline and in READMEs) to help onboard future developers.
- Led bug fixing, UI development, and refactoring efforts to improve code quality.
- Regularly reviewed other developers' code and shared best practices and advice with the team.

SharpSpring – Software Developer Intern   Jun 2019–Dec 2019 • Gainesville, FL

- Developed a folder/list view feature with multi-sorting using React, TypeScript, and Redux.
- Participated in daily Agile meetings (stand-ups, retrospectives, planning, and backlog grooming).
- Eased my team's workload during busy sprints by fixing various bugs in our PHP/React code base.

Software Projects

aleksandrhovhannisyan.com   Live link • Source code

- My personal website and blog where I publish software development tutorials and essays.
- Select articles have been featured in the Frontend Focus newsletter (461, 525) and other sites.
- Metrics (Google Search Console, last 12 months): 160k clicks, 6.26 M impressions.
- Tech stack: Eleventy (static site generator), JavaScript, Sass, Node.js.

Fluid Type Scale Calculator   Live link • Source code

- Web app that allows users to generate fluid font size variables using CSS clamp.
- Live preview mode, progressively enhanced link sharing, and a companion tutorial on my blog.
- Featured in: Frontend Horse (issue 8), CSS Weekly (issue 502), Smashing Newsletter (issue 404).
- Tech stack: SvelteKit (Svelte), TypeScript, Sass.

Raycasting in JavaScript   Live link • Source code

- Demo of 2D and 3D raycasting using TypeScript and an HTML canvas (no WebGL).
- Initially implemented in Lua for the TIC-80 fantasy console (view on GitHub).
- Tech stack: HTML, CSS, TypeScript, Vite.

Blur   Live link • Source code

- Browser extension to blur selected text and media. Compatible with Chrome and Firefox.
- Tech stack: HTML, CSS, TypeScript, Vite.

Education

University of Florida – BSc in Computer Science   Aug 2016–Dec 2019

- Graduated cum laude with a cumulative GPA of 4.0
- Anderson Scholar Award with Highest Distinction, Florida Bright Futures Academic Scholarship

Skills

Programming languages: TypeScript, JavaScript, HTML, CSS, Sass, C++, Python, Lua, SQL

Frameworks, libraries, APIs: React, Next.js, Svelte, SvelteKit, Web components, Web extensions

Back end: Node.js, Bun, PostgreSQL, nginx

Tools and technologies: Git, Docker, Bash, Linux, Vite, Webpack

Engineering practices: OOP, Unit testing, Web performance, Accessibility, SEO, Documentation

Communication: English (native), Armenian (native), Copywriting, Copyediting