

# Aleksandr Hovhannisyan

**Work eligibility:** U.S. citizen, no restrictions

**Links:** [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 (StoryMaps) – Software Development Engineer II

Sep 2020–Present • Remote

- Greatly improved the StoryMaps authoring experience by developing a new WYSIWYG rich text editor (Slate.js, React.js, TypeScript). Co-led this initiative with another developer, closing 100+ tickets and fixing 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: new theming options for authored stories (e.g., Google Fonts); custom data tables; new rich-text formatting options; a media workflow that integrates with Unsplash and other APIs; an image carousel; custom templates; and more.
- Collaborated with other teams at Esri. Helped the ArcGIS JS SDK team migrate web components from Stencil to Lit and created improved logging tools, plus documentation with usage guidelines.
- 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 logging and fixing technical debt, delivering workshops to share knowledge with the team, writing missing documentation, and modernizing old code to follow 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), TypeScript, CSS, 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 recipient (Highest Distinction, 2018).
- Florida Bright Futures Academic Scholarship recipient (2016–2019).

# 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