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## EDUCATION

### Bachelor, Software engineering

Higher School of Economics,  
Perm

2018 – 2022

- Focused on Software Design, Web-programming and Software Project Management.
- Honors diploma (GPA: 8.18/10).
- Thesis: Cross-platform mobile React Expo app for assessing the involvement of employees in the company's activities.

## CERTIFICATIONS

- Advanced Frontend Course  
≈ 100h
- IELTS Language Certificate  
(7.0 - C1)
- Social Media Data Analytics  
(Python) - Coursera
- Mobile Development Course  
(Kotlin) - Stepik

## LANGUAGES

- English – advanced
- German (currently taking classes) – elementary
- Russian - native
- French - elementary
- Czech - elementary

## INTERESTS

- Art and Design
- Playing drums
- Travelling
- Languages

# Anastasiia Petrunina

## Senior Software Engineer

## PROFILE

Dynamic and results-driven **Senior Software Engineer** with over 4 years of experience developing app and solutions. Experienced in software architecture, testing, API communications and data analytics applied to a variety of industries.

## WORK EXPERIENCE

### Lead Software Engineer at Inetra

Feb 2022 – present

- Spearheaded the development of a **CRM system** from scratch, using FSD pattern, for a **real estate agency**.
- Integrated Figma designs, including maps and charts, to improve user experience and give the system a modern touch.
- Contributed to the development of a 3D virtual apartment visit experience.
- Collaborated with the design team to develop a high contrast mode.
- Led code reviews and designed the GitHub CI pipelines in the project to automate build, testing and deployment.
- Played a pivotal role in candidate interviews, supervised junior developers, guided their onboarding process, and contributed to their skill development.
- Led weekly demos and regular calls to refine requirements and address issues, ensuring alignment between product and client expectations.

Python, Django, React, TypeScript, Three.js, Redux, Storybook, Loki, CI, Cypress, Jest, React-testing-library, MUI, SASS

### Software Engineer at DeskAlerts

Sep 2021 – Feb 2022

- Led web application development (**DeskAlerts admin panel**), aligning pages with new Figma design standards.
- Achieved a 25% improvement in page load speed by implementing a code splitting approach and reducing the bundle size.
- Mentored junior team members and led code reviews.
- Refactored 20% of a legacy codebase, using DRY approach.
- Participated in the improvement of the business development process and supervised sprints.

React, Redux, HTML/CSS, MUI, SASS, Webpack, BundleAnalyzer

### Full Stack Developer at Limon

Sep 2020 – Sep 2021

- Engineered analytical web applications for the **banking sector**, enhancing data-driven decision-making with a focus on performance and user experience.
- Conducted comprehensive refactoring for enhanced scalability and a 10% reduction in bugs by modularizing the architecture.
- Designed testing protocols using Jest and jmeter, ensuring robust applications and reducing post-release issues by 10%.

C#, .NET, Java, SQL, React, Redux, HTML/CSS, Jest, React-testing-library, SASS, jMeter, Docker

# TECHNICAL PROJECTS

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## Twitter Clone Application

- A Twitter clone built with React, featuring user registration, post creation, and commenting.
- Set up custom project configuration conforming to industry best practices for accessibility and internationalization.
- Implemented FSD pattern for the best scalability and business orientation.
- Used code splitting and memoization approaches for optimization.

React, TypeScript, Redux, Storybook, Loki, CI, Jest, React-testing-library, SASS, Webpack, Cypress, Babel, ESLint, i18n

## Remote Control Mobile Application

- A mobile app for remotely controlling AI-enabled consumer electronic devices.
- Contributed to the development of a React web app for Android OS integration, focusing on introducing innovative UI features.
- Assisted in the development of tutorials for tools usage, contributing to an improvement in onboarding efficiency and an increase in team productivity.
- Collaborated within an international EU-based team, participating in weekly sync meetings.

Python, Django, React, Redux, Java, HTML/CSS, Bootstrap

## GUI Layout Design Tool

- Designed an advanced graphical interface with PyQt6, enabling real-time addition, manipulation, and connection of rectangles within an intuitive interactive window.
- Implemented distinct operational modes (Addition, Connection, Deletion), easily accessible through keyboard shortcuts, significantly enhancing user flexibility and workflow efficiency.

Python, PyQt6

## 3D Game for Learning the Japanese Alphabet

- Created a game engine with React Three Fiber and the Zustand state management library.
- Set up Rapier Physics Engine for realistic 3D body collisions and interactions.
- Implemented 3D rendering for characters and game elements.
- Optimized performance using memoization techniques.
- Added immersive sound effects.

React, React Three Fiber, react-three/rapier, Zustand, Vite

## Notes Application

- Users can create notes with custom titles, contents, and tags, making it easy to organize, categorize and search their notes based on different topics, projects, or themes.
- Implemented an advanced level Redux React application using the redux-toolkit and RTK query.

React, TypeScript, RTK query, Redux Toolkit, Vite

## Mobile Application for Assessing the Involvement of Employees in the Company's Activities

- Implemented a cross-platform mobile app, using the React Expo framework and a modular architecture approach.
- Created a custom UI kit consisting of 10 unique components.
- Integrated Auth0 as OAuth provider.

React Native, Expo, CSS-in-JS, JavaScript, Firebase, GraphQL, Auth0