ANDREI LOPATIN
Senior Frontend Engineer | Large-Scale Web Platforms
+34 678 207 960 • andrei@andreilopatin.com • linkedin.com/in/andreylopatinyar • andreilopatin.com

---

PROFESSIONAL SUMMARY

Senior Frontend Engineer with 10+ years of experience building high-scale web platforms serving 20M–60M monthly active users. Architected performance-critical systems in React and TypeScript, improved revenue-driving ad systems by 10% YoY, and led frontend initiatives across distributed teams. Experienced in system design, scalability, performance optimization, and cross-functional delivery in organizations with 300–10k+ employees.
Work permit, digital nomad; open to remote, contract, or on-site opportunities.

CORE SKILLS

Frontend Development: TypeScript, JavaScript, HTML5, HTML, CSS, React.js, React, Redux, Styled Components
Architecture: Progressive Web Apps(PWA), Single Page Applications(SPA), Responsive Web Design, Mobile-First Design, Modular Architecture, Component Systems, State Management, SDK Development
UI/UX & Performance: UI/UX, User Experience Enhancement, Performance Optimization, Code Reusability, Component Architecture, Cross-Platform Compatibility, Lazy Loading, Web Vitals
Testing & Quality Assurance: Jest, Testing Frameworks, Unit Tests, E2E, Code Coverage Improvement
Development Workflow: Git, CI/CD, Code Review, Legacy Code Removal, AI agents
Build & Integration: Webpack, Browser APIs, Cross-Project Integration, File Uploading

---

WORK EXPERIENCE

Muse Group | Oct 2022 – Present | Ultimate Guitar, MuseScore, Audio | 20M+ MAU | 300+ employees
Senior Frontend Developer
Own frontend architecture and performance of revenue-critical advertising systems across multi-product ecosystem.
Team: 8 FE, 4 BE.
- Increased ad revenue by 10% YoY by optimizing bid flow, rendering priority, and video/banner ad performance
- Improved ad load speed by 15% by reducing unused bundles and minimizing redundant Prebid calls
- Increased ad viewability by 4% by resolving rendering order conflicts and optimizing above-the-fold loading
- Designed modular ad component system, reducing feature delivery time across products
- Introduced monitoring workflows reducing incident detection time and mitigating revenue-impacting failures
- Contributed to engineering standards via code reviews and cross-team architecture discussions
- Defined CI pipelines for automated build, testing, and deployment across distributed teams.
- Partnered with backend and monetization teams to align technical implementation with revenue strategy.

Scope extended beyond feature delivery into system-level optimization and long-term performance strategy.

VK | Apr 2019 – Sep 2022 | vk.com | MAU > 130M | 10k+ employees
Senior Frontend Developer
Project: cloud.mail.ru, 40M+ MAU, team: 5 FE, 3 BE, 1 design
Led development of large-scale file upload architecture for cloud storage platform. **Promoted to Senior**.
- Increased file upload volume by 4% by implementing Ctrl+V instant upload
- Designed resumable upload system with progress tracking and failure recovery
- Reduced load time by 30% via lazy loading and performance refactoring
- Migrated legacy UI to React-based architecture improving maintainability and scalability
- Reduced technical debt by refactoring legacy modules and standardizing deployment workflows

Impact: Improved upload reliability and performance for 40M+ users.

Frontend Developer
Project: online cinema, from scratch; Team: 5 FE, 2 BE, 1 design
Built streaming platform from scratch within cross-functional team, made SDK for integration and achieved 3x more traffic.
- Designed component and state architecture enabling scalable feature expansion
- Developed reusable video player SDK adopted across projects, increasing traffic 3x
- Implemented list virtualization improving rendering performance for large catalogs
- Reduced load time by 30% via resource optimization and lazy loading
- Self-driven project: created an LG Smart TV app as a team project

IVI | Aug 2017 – Apr 2019 | ivi.tv | 60M+ MAU | 600+ employees
Frontend Developer
Focused on video ad player scalability and monetization, **increased revenue from ad by 4%**, player on mobile web. Team: 10 FE, 3 BE;
- Increased ad impressions by 5% by developing cross-platform HTML5 video player
- Improved ad revenue by 4% via playback optimization and compatibility improvements
- Integrated VAST 3.0 expanding advertiser demand
- Migrated ad logic to Redux improving scalability and maintainability
- Increased code reliability via unit testing and documentation

Stack | Feb 2014 – Aug 2017
Junior Frontend Developer

WHAT DIFFERENTIATES ME

- Consistent revenue impact through frontend engineering
- Experience in monetization-critical systems
- Architecture ownership in high-scale environments
- Strong product-aligned technical decision-making
- Staff-level scope without formal management role

EDUCATION
Yaroslavl State University, Yaroslavl, Russia | 2011 – 2015
Bachelor of Science in Applied Mathematics and Computer Science

---

CERTIFICATIONS
Problem Solving 2020, Javascript Intermediate 2025, Frontend React 2026 - HackerRank

Hobbies: Passionate about cycling and football; love combining sports with good company.