

# Eugene Cheltcov

Senior Front-end Developer

Moscow, Russia  
☎ +7 (\*\*\*) \*\*\*\_\*\*\_\*\*  
✉ \*\*\*@\*\*\*  
👤 ChillyBwoy  
in Eugene Cheltcov

## Experience

- Jul 2018 Senior Front-end developer, SuperJob.ru, Moscow.
  - Present Design and development of company superjob.ru, utilities and libraries
- Dec 2014 Software Architect, Mail.Ru Group, Moscow.
- Jul 2018 Designed and developed various tools, utilities and libraries for Media Projects Mail.Ru
  - Actively participated in development of such projects as [news.mail.ru](#), [realty.mail.ru](#), [auto.mail.ru](#), [hi-tech.mail.ru](#), [lady.mail.ru](#), [kino.mail.ru](#)
  - Developed proprietary client-side framework using TypeScript
  - Designed and developed a set of utilities to manage push-notifications for Chrome browser
- Oct 2008 Software Developer, Kitty Hug, Moscow.
- Dec 2014 Designed and developed both server and client side of company projects. Used such tools as Django web framework, Django-CMS, Tornado, MySQL, JQuery and React
  - Made websites
  - TODO
  - TODO
- Jul 2010 Front-end developer, Nextore, Moscow.
- Dec 2012 Development of different projects
  - Participated in design of system for monitoring of radio broadcasting, designed front-end part of the project. «Potok.FM»([dvhb.ru/potokfm](#))
  - Developed client-side of [interactive presentation](#) for Ministry of Emergency Situations using "Sinatra(Ruby)"framework and CoffeeScript language
  - In deadlines had developed an interactive prototype of geolocation service "[Evomap](#)"using "Ruby on Rails"framework, CoffeeScript language and Backbone framework
- Oct 2007 Developer, Kenmore Design Ltd, Boston, MA, US, remote work.
- Oct 2008
  - Developed a proprietary web-framework using PHP language, which had been successfully integrated with clients projects
  - Designed and developed CMS on top of Zend Framework(PHP)
- May 2005 3D Artist, 4Reign Studios, Kursk.
- Aug 2007
  - Participated in creation of game concept
  - Designed game levels, static environment objects and characters for such games as "[Dilemma](#)"and "[Dilemma 2](#)". Developed automatisatation scripts for "Autodesk 3ds Max"using MAXScript language

---

## Technical Skills

|                           |   |
|---------------------------|---|
| Main                      | TypeScript, JavaScript (Vanilla JS, React, jQuery),<br>Python (Django, DRF, Graphene) |
| Tools and<br>Technologies | CSS, PostCSS, SCSS,<br>HTML, BEM,<br>Git, gulp, webpack, bash                         |
| Have some<br>experience   | Clojure, ClojureScript, Swift   |
| In spare time             | Have an interest in Rust programming language and mobile apps(iOS) development        |
| In the past               | PHP, Ruby(RoR, Sinatra)   |

---

## Education

### University

|           |  |
|-----------|--|
| 2002-2007 | Software of computer facilities and automated systems, South-West State University<br>(ex. Kursk State Technical University), Kursk. |
|-----------|--|

---

## Language Skills

|         |                                      |
|---------|--------------------------------------|
| Russian | Native speaker                       |
| English | Good reading and translating ability |
| Spanish | Nivel B1                             |