CURRICULUM VITAE

ABSTRACT



Name:	Anton Nemtsev
Date of Birth:	May 21, 1983
Citizenship:	Ukraine
Languages:	Russian, Ukrainian, English
Status:	Available for hire

- Freelance developer from 2000 till now
- Full-stack developer
- Representative of Web Standards http://web-standards.ru/editors/ community in Ukraine
- Founder and chief-editor of Frontender Magazine https://frontender.info/
- Speaker at local and international web development conferences

CONTACTS

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GitHub:	http://github.com/SilentImp		
LinkedIn:	Anton Nemtsev http://ua.linkedin.com/pub/anton-nemtsev/3/b1/592/>		
Twitter:	@silentimp		
Site:	http://frontender.info/		

EDUCATION

2000-2007 National Technical University of Ukraine 'Kyiv Polytechnic Institute', Post-

Graduate Study

• Specialist degree in development of electronic devices

• Master's degree in computer science

1990-2000

Physical & Mathematical School

EXPERIENCE

2012-2013:	Development of Focal Point for Parallels Software			
2012:	Development of Giftofoni			
2011-2012:	Development of http://zn.ua/ and http://znaki.fm/			
2011:	Working with Evil Martians http://groupon.ru/ and http://evilmartians.com/ > studio. Among projects are http://groupon.ru/ and http://i-lift.tv/			
2010-2011:	Development of http://www.pokeroff.ru/			
2005-2010:	Projects development for advertising agencies R.A.M. and Paradigm Consulting Group			
	Working with such brands as Pall Mall, Kent, Camel, Lays, Kinder, DreamWorks, MTv, Indesit, Samsung etc.			
	Providing services as frontend-developer, flash-developer (drawing,			

animaton, ActionScript), designer.

SKILLS

MARKUP SCRIPTING STYLES **HTML JavaScript CSS** HAMI Coffee SASS Slim **JQuery** Compass Jade Less Markdown Stylus

CVS AUTOMATIZATION ADDITIONAL

Git Grunt ActionScript

Mercurial Gulp PHP

Flash Photoshop

SPEAKING

РИТ++ 2014

Moscow, April 14, 2014

Localization and Internationalization

Overview of international specifications and localization process with i18next and I20n

Video http://vimeo.com/90835630

DUMP 2014

Ekaterinburg, March 14, 2014

Localization and Internationalization

Overview of international specifications and localization process with i18next and I20n

- Video http://vimeo.com/90835630
- GitHub https://github.com/SilentImp/localizaion
- Presentation online http://silentimp.github.io/localizaion

DUMP 2014

Ekaterinburg, March 14, 2014

One Year of Frontender Magazine

Magazine goals, history and what we had achieved for the last year

- GitHub
 - https://github.com/SilentImp/FrontenderMagazinePresentation>
- Presentation online
 - http://silentimp.github.io/FrontenderMagazinePresentation

Web Standards

Days

Kyiv, October 26, 2013

Lost Specifications

JavaScript API we forget or even don't know about

• GitHub https://github.com/SilentImp/lost-specs>

- Presentation http://webstandardsdays.ru/2013/10/26/lost-specs.zip
- Presentation online http://silentimp.github.io/lost-specs/

Web Not Bombs

Minsk, September 19, 2013

Lazy Game Dev

Lazy development of casual games with JavaScript and DOM

Web Not Bombs

Minsk, September 19, 2013

Frontender Magazine

About magazine, why it was founded and where frontend developers come

- GitHub https://github.com/SilentImp/aboutFrontenderMagazine
- Presentation online
 http://silentimp.github.io/aboutFrontenderMagazine/

ITSea

Kazantip, August 22, 2013

Lazy Game Dev

Lazy development of casual games with JavaScript and DOM

KharkivJS

Kharkiv, June 22, 2013

Lazy Game Dev

Lazy development of casual games with JavaScript and DOM

• Video http://www.youtube.com/watch?v=G3J2-BFdUt8>

DUMP 2013

Yekaterinburg, May 24, 2013

Lazy Game Dev

Lazy development of casual games with JavaScript and DOM

Video https://www.youtube.com/watch?
 v=6K5UPIY0fy8&index=5&list=PLRdS-n5seLRpVRDblg0KDFr5V4RlvaDiR>

РИТ++ 2013

Moscow, April 23, 2013

Lazy Game Dev

Lazy development of casual games with JavaScript and DOM

- Video <https://vimeo.com/74731054>
- GitHub < https://github.com/SilentImp/LazyGameDev>
- Presentation online http://silentimp.github.io/LazyGameDev/

Web Standards Days

Moscow, November 24, 2012

JavaScript Patterns

What is it, why to use them and common patterns

- Video http://tech.yandex.ru/events/yagosti/wsd-msk-nov-2012/talks/455/
- Presentation

http://webstandardsdays.ru/2012/11/24/patterns.zip

KharkivJS

Kharkiv, December 15, 2012

Some Funy CSS Tricks You May Use in Lazy

mber 15, 2012 Game Dev

Web Standards

On the Edge

Kyiv, October 13, 2012

Fronteers Jam Session

Amsterdam, October 3, 2012

Some Funy CSS Tricks You May Use in Lazy Game Dev

Video http://fronteers.nl/congres/2012/jam-session/some-funy-css-tricks-you-may-use-in-lazy-game-dev-anton-nemtsev

Web Standards Days

St. Petersburg, June 23, 2012

On the Edge

3D and 2D-animation and emotions in the web with CSS

РИТ++ 2012

Moscow, April 2, 2012

On the Edge

3D and 2D-animation and emotions in the web with CSS

- Video https://vimeo.com/channels/wstdays/47083690
- Presentation http://webstandardsdays.ru/2012/04/02/pres/3d-emotional.zip

Web Standards Days

Moscow, December 13, 2011

Editing Content in the Browser

How it should be, how it is and why do we need it anyway

Web Standards Days

Minsk, October 29, 2011

Editing Content in the Browser

How it should be, how it is and why do we need it anyway

- Video https://vimeo.com/channels/wstdays/33214437
- Presentation

Web Standards Days

Kviv. October 22, 2011

Editing Content in the Browser

How it should be, how it is and why do we need it anyway

Web Standards Days

Kyiv, September 18, 2010

Overview of the new JavaScript API

HTML5 specification and other W3C specification drafts

- Video <https://vimeo.com/channels/wstdays/17246164>
- Presentation http://webstandardsdays.ru/2010/09/18/javascript-api.zip

Web Standards Days

Riga, May 22, 2010

HTML5 and CSS3

Evolution of webstandards

- Presentation
 - http://webstandardsdays.ru/2010/05/22/pres/html5.zip