

## Способы связаться

+79650367078 (Mobile)  
hello.boriskas@gmail.com

www.linkedin.com/in/dsitdikov  
(LinkedIn)  
medium.com/@dsitdikov (Blog)  
github.com/Danilqa/ (Other)

## Основные навыки

UI  
JavaScript  
React

## Certifications

Introduction to Software Product  
Management  
Software Processes and Agile  
Practices

## Honors-Awards

IoT Hackaton: The most creative  
project  
Hackalong  
Digital Breakout 2019

# Daniil Sitdikov

Software Engineer (Front-End Developer)  
Saint Petersburg, Russian Federation

## Общие сведения

- Proficient: TypeScript, JavaScript, React, React Native, Redux, Angular, RxJS, NgRx, NodeJS, CSS, HTML, TDD, Jest, Framer X, PWA
- Knowledgeable: CI, Design Patterns, PostgreSQL, MySQL, Design, UML, Algorithms, Math, Flutter
- Passionate about software development from 10 years old • I love to create quality and wonderful things for people

---

## Опыт работы

### ARRIVAL

#### Front-End Developer

январь 2019 - Present (1 год 3 месяца)

Санкт-Петербург, Россия

- Improved team processes and metrics
- Implementing Data Studio project using D3 and SVG technologies
- Participated in creating grade system and competence matrix for engineers
- Created a bot for team processes automatisaton: calculating metrics, publishing statistics, closing / opening sprints in JIRA, etc.
- Implemented rules for codestyle linter:
  - <https://github.com/eigen-space/codestyle/tree/dev/src/packages>
  - <https://github.com/Danilqa/tslint-rules-starter>
- Realized UI-components for core project with 100% test coverage
- Created interactive prototypes using Framer X
- Created services using Node.JS
- Created a prototype hybrid app with using PWA technology and React Native with WebView
- Created linter for commit messages used in a pre-commit hook: <https://www.npmjs.com/package/@eigenspace/commit-linter>
- Teached designers writing code and creating interactive prototypes
- Created a table for better decision making about what prototype tool use in different situations
- Analyzed and compared prototyping tools

- Implemented features for React Native application. The most interested was:
  - Drawing on screen for a recognition system
  - Implemented pan gesture by 2 fingers for moving through the image

- Implemented unit tests for components of React Native with Jest.

Also, I wrote an article about the experience: <https://medium.com/@dsitdikov/unit-testing-components-with-jest-in-react-native-setup-and-trouble-resolutions-ad2d2e3f909d>

- Implemented CI using Pipelines and Shared Libraries in Jenkins for React Native application

## Cybernation

Front-End Developer (Arrival Department)

январь 2019 - Present (1 год 3 месяца)

## VeeRoute

Front-End Developer

март 2018 - январь 2019 (11 месяцев)

Санкт-Петербург, Россия

Worked on user interfaces for company products. The user interface was a single page web application (SPA) that allows logisticians to upload data with different settings, filter the data, use the retrieved data for voyage planning and subsequent monitoring of their implementation.

With the team I did:

- Implemented project "ULP" from 0 to delivery for Kazakhstan Post Office
- Implemented brand UI-components for company projects
- Moved main company project from AngularJS to Angular 6 + NgRx with saving the business logic
- Refactored legacy code and architectural improvements
- Optimized Angular application (removed extra component update checks by onPush and lifecycle methods)
- Integrated web-components with new styles into the app with old styles (using Shadow DOM for the first time)
- Implemented own rules to inspect the code (search for errors not conforming to the regulations). The target goal - programmer should think about logic, not code style.
- Code-review colleagues

## Unnamed sports betting startup for VIP-clients

Remote Software Developer

ноябрь 2017 - март 2018 (5 месяцев)

The project represents the portal, where clients can choose sport, team and bet for preferred one.

I did:

- Implemented business-features using React: makeup panels with betting actions, getting updates by socket
- Divide the project on Liferay-portlets, connect React and Liferay, connect all portlets together
- Documented experience for future developers
- Implemented CI for portlets, themes and sandbox

Using instruments:

- Front-End: JavaScript, React, Redux, SASS, BEM, HTML
- Back-End: Java, Liferay
- Deployment: Linux, Bamboo

## YOTA

Software Developer Intern

июль 2017 - октябрь 2017 (4 месяца)

Санкт-Петербург, Россия

Worked on this project:

CBTT 2.0 – a platform for view reports on results of the automated testing company products

I did:

- Completely updated project for view reports on products testing in the company
- Created a gallery component with thumbs preview, wrapped Masonry library for Angular application
- Created a backend API that gets entities from the database, prepares and gives back
- Implemented design for the project in Material style and YOTA brand colors
- Documented all realized things

Used technologies:

- Front-End: Angular 4 Framework, TypeScript, Pug (HTML), SASS, Flexbox, BEM methodology

- Back-End: Java, Spring Framework, Hibernate, Postgresql, SQLite

---

## Образование

Санкт-Петербургский Государственный Университет  
Аэрокосмического Приборостроения  
Bachelor's degree, Software Engineer · (2015 - 2019)

Hexlet.io  
Front-end Developer · (2016 - 2017)

Gymnasium №41  
· (2003 - 2015)