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Work experience

Flovvy, Senior Front-end Engineer (Feb 2022 — Present)

I am working on an application that helps users create and manage interactive widgets for live streaming platforms using React.js.

- I am developing a visual editor to create and customize interactive widgets.
- I am developing a documentation platform that supports interactive how-to guides and tutorials to help technical users understand provided widget APIs.
- I am developing a user dashboard for managing their widgets, which also provides a simple installation process for their favorite streaming software.
- I am developing a design system using Tailwind CSS that provides a rich user experience and handles many modern user interaction patterns.
- I am using the server and client side rendering techniques of Next.js to reduce the initial loading time of the app and optimize the Core Web Vitals metrics.
- I take an active part in working through feature requirements and UX/UI considerations of frontend tasks.

Amdocs, Senior Software Developer (Sep 2021 — Feb 2022)

I worked on a Single Page Application for a video streaming service using React.js and Redux.js.

- I was working on optimizing the application along the Core Web Vitals report system, improving key metrics relevant to user retention (such as Largest Contentful Paint, First Input Delay, and Cumulative Layout Shift).
- I improved the client-side routing system to make it easier for user to see their current position in deep content hierarchies.
- I was working on integrating a video player in the application architecture, paying special attention to DRM support.
- I performed an incremental migration of the code base from JavaScript to TypeScript.
- I took part in working out technical requirements, time effort, and prioritization of incoming tasks.

RingCentral, Front-end Developer (Nov 2020 — Sep 2021)

I worked on a videoconferencing web-app using React.js and Redux.js.

- I worked on an audio device detection system using WebRTC and MediaDevices web APIs, which was aimed at informing the user about potential audio configuration issues.
- I worked alongside UX designers on improving the UX of displaying active speakers to make them easily identifiable in conference with a large number of participants.
- I implemented a dynamic voice activity detection system using WASM and WebAudio APIs to notify users about potential audio echo issues coming from their audio device configuration.
- I implemented a feature flag system that was aimed at supporting legacy static feature flag sets as well as dynamic external feature flag configuration systems.
- I worked on improving the handling of text to ensure correct display of translations in European and Asian languages.

Siemens, Software Engineer R&D (March 2020 — October 2020)

I worked on internal web-tooling for electric turbine design using React.js and Redux.js.

- I developed a visual system for creating and organizing ML workflows aimed at optimizing turbine design.
- I integrated REST APIs that provided relevant ML data.
- I worked on a visualisation part of the equipment design system and created relevant 2D/3D visualisations using Three.js and D3.js.
- I took part in developing an internal design system aimed at helping developers create new web tools faster and in a more robust way.

I also worked on a monitoring and control system for a fleet of microcontrollers used to read house utilities consumption data.

- I worked on creating relevant visualizations of monitored data.
- I developed a dashboard for managing microcontrollers and reading their internal data.

Sendo, Fullstack Software Engineer (August 2019 — March 2020)

I worked on a logistics Single Page Application using Clojure, ClojureScript, React.js, and Redux.js.

- I developed and improved performance of application UI, including cargo tracking forms and maps.
- I implemented a number of new server APIs and integrated them with the web client.
- I took part in developing a custom design system, based on Material UI, which was aimed at providing consistent user experience across the app.
- I integrated a monitoring system for critical application metrics (e.g. server response time) using Prometheus and Grafana.
- I took part in implementing deployment pipelines using Kubernetes and Google Cloud services.

RJ Games, Software Developer (July 2017 — August 2019)

I worked on internal tooling for support agents and marketing managers using React.js and Redux.js.

- I developed the frontend part of internal CMS and CRM platforms.

• I developed a dashboard with aggregated data from social networks APIs, which provided data insights and relevant data visualizations.

- I worked on client-server integrations using RESTful APIs.

• I took part in specifying and working out UI/UX requirements for upcoming features.

Skills

I am proficient in using modern production-level frontend technologies:

- JavaScript, TypeScript

• React, Redux, Zustand, React Query

- RESTful APIs, GraphQL

• React Testing Library, Jest, Playwright, Cypress

- TailwindCSS, CSS modules, CSS-in-JS

• Design Systems and UI libraries