# Andrei Yegor

SENIOR FULL-STACK DEVELOPER
|| MERN

## Details

Belgrade, Serbia
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## Skills

JavaScript: ES6,ES7,ES8

TypeScript

Angular

React.js

Next.js

HTML5

CSS3/SASS/BootStrap

Node

PHP

Python

MySQL

MongoDB

PostgreSQL

ExpressJS

CI/CD

Docker

## Languages

Russian/Serbian

English

## Hobbies

Running, Swimming, Basketball

## Profile

I appreciate good and long-term relationships with my clients; therefore, I always offer solutions that will satisfy the buyer in the long term. The high-quality output is my priority. I also value good communication between me and my clients. I am seeking opportunities to build websites and mobile apps from the ground and up for your business! I can set up your front-end landing page, your dynamic "Call to Action" buttons, and shipping pages, as well as backend database requirements. I make sure your company's size and industry factors into structuring the ideal server setup and data collection model. Check out the "stack" of web development tools I use below:

o Front-end Skills

* React, React Hooks, Redux, Redux-saga, Material-UI, Semantic-UI, Ant-Design

* Angular, Angular Material, Angular-Universal

* Gatsby.js, Next.js, Ember.js

* Javascript/Typescript, ES5, ES6 ..

* Bootstrap, Metronic, TailwindCSS ..

* CSS, CSS3, SCSS, SASS, LESS

* Code styling: eslint, tslint, prettier

* Package management: npm, yarn

* Bundling: webpack

* Axios/Fetch/RX JS for HTTP API

o Back-end and Platform Skills:

* NodeJS | ExpressJS | NestJS..

* Laravel | CodeIgniter - PHP Frameworks

* Authentication: JWT, bcrypt, passport.js, OAuth

* Cloud deployment: AWS, AWS Lambda, S3, Heroku

* APIs: RESTful APIs, Google API, Google Maps, Google Analytics, GraphQL

o DATABASE Skills:

* MySQL

* PostgreSQL

* MongoDB

## Employment History

### Hardware and Software Engineer | Maxeler Technologies

June 2014 - March 2015

•Provided support for easier usage of Max.Java programming language.
•Reflected on different IDEs and their features.

•Reconciled and integrated code from multiple packages.
•Wrote MaxJava applications and tests for them.

•Wrote a book called DataFlow Supercomputing Essentials which was published by Springer.

### Junior Programmer | Ubisoft

August 2015 - February 2016

•Implemented PVP classes Guerrilla & Toxic, spectator mode, join on the fly and other UI, HUD and gameplay features.

•Provided support and closely worked with UI artists, UX designers, and level

designers on multiple features

•Worked remotely with a large international team located in Bucharest.

•Built tracking features.

### C++ Programmer | Pulse Perfect Image

June 2016 - March 2017

•Developed a website that allows a user the possibility to offer/book services online. The project was developed from scratch with no previously formed structure, source control, coding style, and technologies.

•Worked as a single architect and full-stack programmer.

•Built the website as an MVP solution which means it was developed as quickly as possible.

•Deployed a solution to the Google Cloud platform for testing purposes.

### Full-stack Developer | Derron Blake

September 2017 - April 2018

•Developed a website that allows a user the possibility to offer/book services online. The project was developed from scratch with no previously formed structure, source control, coding style, and technologies.

•Worked as a single architect and full-stack programmer.

•Built the website as an MVP solution which means it was developed as quickly as possible.

•Deployed a solution to the Google Cloud platform for testing purposes.

### Full-stack Developer | Enigmatry

June 2018 - April 2020

•Collaborated in the migration of the application kernel code from the old (Borland C++) to the new (C++, Emscripten, WASM, Angular, Electron) environment.

•Developed a simple, project-specific test environment and provided multiple tests for the kernel code features and migration, which was necessary due to WASM limitations which makes kernel code hard to debug from the application itself.

•Implemented multiple front-end features, most of which are meant to allow the user to analyze the results of the simulation. The most valuable ones are trajectories and contours graph generation, analyze while simulating and undo/redo features.

## Education

### University of Belgrade

Bachelor of Computer Science (BCompSc), Computer science

2009-2013

### National Technological University

Master of Computer Science (MSCS), Faculty of Mathematics

2016-2018

## Other Experiences

Freelance, Algorithm Developer, Leadership, Customer Service, Communication, Code Review, Code Refactoring, Front-end Development, Software Development, Full-stack, Styled-components, Apollo, Apollo Server, Storybook, ESLint