

# Eugenia 'Jenniely' Galantceva

## Frontend Developer

Spring, TX  
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Eugenia is an aspiring website developer who decided to give her previous successful career in the online game development industry a pivot after relocating to the United States, where she's learned to code and design websites. Her skillset includes **HTML5**, **CSS/SASS/LESS**, **JavaScript**, **React/Redux** and more. Previous work experience includes administrating **websites**, **copywriting**, providing targeted customer support and **managing a team** of 47 people.

## Work Experience

### Mail.Ru Group, Moscow, Russia

#### *Head of Community Management Department*

April 2015- April 2017

Responsibilities: full cycle team management. Strategic planning. Driving team's performance with KPI and individual-focused approach.

- \* Managed a team of 47 with less than 5% turnover in 2 years.
- \* Growing Warface audience and engagement by 150%.
- \* Established Warface cybersports league and organized tournament series with thousands of players participating and hundreds of thousands watching the games.
- \* Facilitated 4 new game launches with community engagement and support.

### Mail.Ru Games, Moscow, Russia

#### Community Manager

September 2009- April 2015

Responsibilities: Customer support and facilitation. Managing website via CMS. Copywriting. Social media management.

Most notable titles: Warface, Armored Warfare, Perfect World.

## Education

### Voronezh State University, Voronezh

2002-2009

Bachelor of History

## Links

## Portfolio:

[jenniely.me](http://jenniely.me)

Linkedin:

[linkedin.com/in/eugenia-galantseva/](https://www.linkedin.com/in/eugenia-galantseva/)

GitHub:

<https://github.com/Jenniely>

## Key Skills

HTML5, CSS/SASS/LESS

JavaScript, JSX

React/Redux

Git

MySQL

PHP, Twig

Google Analytics

Wordpress, Drupal CMS

## Soft Skills

Quick learner

Achievement driven

Team player

Problem-solving

Conflict resolving

## Languages

English (Full Proficiency)

Russian (Native)