

Andrei Karalevich

Los Angeles, CA, 90045 | karalevichandrei@gmail.com | +1(253) 212-8501 | [Website URL](#) | [LinkedIn URL](#)

Software Engineer with over 3 years of experience in building massively scalable systems and strengths in JavaScript /TS utilizing modern tools such as React, Vue, NodeJs, Python.

Professional Experience

Frontend Software Engineer

SearchStax, El Segundo, CA.

From November 2023 to Present

- Eliminating legacy code that slowed down the development, rewriting and adapting libraries to align with new Vue 3 stack (e.g., components like tables and autocomplete), and creating an internal library of over 40 reusable components. This library not only accelerates the development process but also ensures a more consistent UI across the application.
- I corrected architectural issues, such as unnecessary page reloads for trivial UI actions, which significantly improved both performance and the overall user experience.

Frontend Software Engineer

Nexon America, Los Angeles, CA.

From July 2022 to March 2023

- Completely rebranded the company's affiliate website "Nexon Game Card" which increased gift card sales and generated an additional annual revenue.
- Expanding the capabilities of the internal tool for managing and testing user data for more efficient interaction with the database. Which reduced server costs and saved \$0.2 million per year.
- Developed a microsite for a seasonal company event that resulted in an additional 70,000 users within a month.

Frontend Software Engineer

Wargaming, Saint Petersburg, Russia.

From May 2021 to March 2022

- Created a complex internal UI component, eliminating the need to buy a license from a third-party tool. What saved the company \$15k a year.
- Components have been developed and implemented that allow the player to control the progress of ship construction in the game client. The work was done as part of a seasonal event with high user interest and brought in 20% of the annual income of World of Warships.
- A set of measures was taken on one of the applications: updated the code base, implemented TypeScript, increased test coverage to 90%, and added lazy loading of the bundle. This reduced the web page loading time by 4 seconds and significantly increased the speed of implementation of the new functionality and the application's stability.

Frontend Software Engineer

LeverX Group, Minsk, Belarus.

From December 2020 to May 2021

- Developed a new way to create customer preference tracking tags, which increased our customers' revenue by 6%.
- I solved the application scalability problem by replacing the side effect manager with a more appropriate one. This enabled the introduction of new functionality and increased the company's annual income.
- I did an impressive job of clearing the accumulated technical debt, which greatly helped the team to focus on the development of new features.

Engineer

Belarusian Nuclear Power Plant, Belarus.

From July 2016 to July 2020

- Turbine Equipment Operator

Education

Belarusian National Technical University.

From September 2011 to July 2016

Bachelor of Engineering, Chemical

Additional Skills

-JavaScript, React, Vue, TypeScript, Redux, Jest, Axios, Webpack, HTML, Canvas, CSS, GIT, GitHub, GitLab, ESLint, Babel, Storybook, Node.js, Express.js, Docker, MongoDB, GraphQL, Python, RxJS, jQuery, Flutter, Firebase, WebSocket.