NIKOLAY SHATALOV

Software Engineer | Front End Engineer

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Skills

JavaScript, React, Redux, HTML, CSS, SCSS, Ruby, Ruby on Rails, Mongoose, MongoDB, Node, Express, SQL, PostgreSQL, SQLite3, Webpack, jQuery, Git, Heroku, Amazon Web Services (AWS), D3.js, Bootsrtap

Projects

TreeCamp (JavaScript, React/Redux, Ruby/Rails, HTML5, CSS3, PostgreSQL, AWS)

Live Site | Github

- TreeCamp is a full-stack Hipcamp clone that allows users to discover and book unique treehouses.
 - Optimized backend routes and shape of front-end state to minimize load-time for process-heavy user experience (UX), such as user login, that heavily depends on the previously saved credentials.
 - Utilized Redux single-state management to establish communication between backend and frontend environment and implement CRUD functionality.
 - Implemented fully responsive modals and animations to simplify UX when navigating through the website.
 - Leveraged AWS S3 for image storage imposing a file size limit and file compression to reduce the storage cost.

90 Plus (JavaScript, Node.js, Express.js, D3.js, HTML5, CSS3, Firebase/Firestore)

Live Site | Github

An interactive soccer score app with live, dynamic data and visualizations.

- Created practical, user-focused endpoints for Football-API to minimize a number of API calls and to receive, display and update the most recent soccer data.
- Employed Node.js and Express.js to build a light-weight backend to secure API keys with zero dependency module and expose asynchronous data points for the project's front-end.
- Harnessed power of serverless Cloud Firestore real-time NoSQL database to store and sync user voting data.

Pomegranate, Front-End Lead (JavaScript, HTML, CSS, MongoDB, Node/Express, React/Redux) <u>Live Site</u> | <u>Github</u> A web-app that generates unique recipes based on the ingredients from the user's kitchen.

- Headed front-end design and development with a focus on the pleasant, minimalistic look and smooth navigation ensured by React-Router components.
- Applied client-side of user auth patterns with web forms by using redux workflow and errors handling.
- Adopted Babel and Webpack to support seamless and uniform visual experience across web browsers.

Experience

New York Temperature Controls

Application Engineer

Sep 2018 - Sep 2020

- Developed efficient mechanical and automated Building Management Systems (BMS) designs and engineering control submittals.
- Designed and implemented graphical user interfaces (GUI) for BMS HVAC systems, redesigned over 50% of existing GUI and developed new UI/UX standards for the company.
- Created JavaScript code to automate the process of building typical GUI graphics for 1359 Broadway project.
- Monitored over 30 live BMS and troubleshot systems operation when applicable.

TEC Systems

Control Systems Engineer

Jun 2017 - Sep 2018

- Designed electrical wiring and flow diagrams on mechanical blueprints for MOMA and Hudson Yards projects.
- Created clear sequence of operation, BOM, electrical bid documents, valve schedules as required.
- Implemented and utilized AutoCAD on a daily basis for high-level engineering and drafting.

Education

App Academy Aug 2020 - Dec 2020

Immersive software development course with a focus on full-stack web development.

The City College of New York

Bachelor's in Mechanical Engineering

Sep 2012 - Dec 2017

Relevant Coursework: C++ for Engineers, Computer Methods in Engineering(Matlab), Computer-Aided Design(Solidworks), CS50: Introduction to Computer Science.