Hello!

My name is Alexander Triukhan. I am a frontend developer from Zaporizhzhya, Ukraine. I was first introduced to programming when I was 12 and had an opportunity to attend Pascal courses at school. That was the time when I became interested in coding and decided to tie my life with it! Today I am passioned with developing frontend applications in JS language using modern frontend frameworks and technologies.

AREAS OF EXPERTISE

I had an opportunity to work with a lot of different technologies through my working career, but I highlight the latest technologies I work with (they are also the ones I'd like to keep growing in).

- Javascript, es6, es7, es9
- Front-end libraries: React.
- Store-management: Redux, Redux-Saga, MobX.
- Styling: css-in-js, Material UI, modular css.
- Unit-testing: jest, react-testing-library.
- Delivery: webpack, docker.
- Task-management: Agile, Scrum methodologies. Jira software.

Languages

- Russian near native
- Ukrainian native speaker
- English independent user

JOB EXPERIENCE

S-PRO, Frontend Engineer March 2019 - present

Notable Projects:

ZYNC

Working outstaff for a Zymergen company which raised \$500 million in IPO in 2021. I was working in a team of 4 people (PM, QA, two developers) on creating an internal web-based application for scientists.

Application purposes:

- Making complex boolean queries using graphical interface.
- Examining reactions, pathways, molecules.
- Saving lists of items of interest.
- Social features: tagging and adding comments.
- Integration with external systems for Al-based reaction prediction. (retrosynthesis)

Stack of technologies and methods:

- React, Redux-Saga, functional approach to React components, material ui, css-in-js.
- d3, 3dmol for data visualization, elastic-search, cypher guery language for gueries.
- unit-tests: Jest, react-testing-library, enzyme. e2e tests: puppeteer.
- JIRA, github.

Challenges: Working independently often with a very limited amount of documentation. Heavy optimization of a React application. Actively taking part in UI-UX solutions.

Communication daily with a local team. Once a week call with a USA-based team.

SoapBox

Startup project. Blockchain youtube analog. Working in a team of 15 people. Frontend team - 2 people.

Stack of technologies and methods:

React, MobX, atomic design for components, modular css.

Challenges: Implemented a custom video player solution using MediaSource API. Directed the work of properly encoding videos to work with the solution.

Kozak Group, Fullstack JS developer November 2018 - March 2019

Notable Projects:

Portail Enterpreuner (Betao Group)

Working as a part of fully-remote team of 12 people on a web-portal for business support company.

Stack of technologies and methods:

- Vue.js, Vuex, Angular.js, developing own set of components and libraries.
- Pug(Jade) in Angular templates.
- node.js and python (django) on the backend (worked on some small tasks)

Challenges: Gradual migration of a website from Angular.js to Vue.js.

DevIT, Web Developer April 2018 - November 2018

Turnkey website development on WordPress. Hourly participating in React projects.

PrJSC Dniprospecstal, Software Engineer

December 2017 - March 2018

Working at *Dniprospectal* I created a system of three parts (web admin interface, back-end, desktop application) The system is in use to this day, and the purpose is for admins to create shortcut actions remotely for users.

Stack of technologies and methods:

- PHP on the backend, MySQL database,
- C++, QT for desktop application.

Challenges I had to work with rather outdated equipment, and the solution had to support Windows OS down to XP version. Along with working as a developer I also had a brief electrotechnical experience.

ACADEMIC QUALIFICATIONS

Zaporizhzhya State Engineering Academy, *Masters degree* 2016 - 2018 Software Engineering

Zaporizhzhya State Engineering Academy, *Bachelors degree* 2013 - 2016 Software Engineering

School #40 specialised in studying English 2002 - 2013 Graduated with honours (Summa cum laude)

EXTRA SKILLS AND HOBBIES

- Driving license: category B (6 years of driving experience)
- Ex-musician: recorded an album, toured for 2 years. Currently playing in another band.
- Photography: predominantly analog.
- Game development: I struggled a lot through the years but haven't done much progress here, hehe I created nice react-phaser-mobx template and have a couple of ideas and assets set, so hopefully things will get going someday.

Contact me

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