

Anton Perch

Senior Software Engineer

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SUMMARY

Senior Web & Full-Stack Engineer with 8+ years of experience designing and delivering scalable web applications from concept to production. Specialized in React, TypeScript, and NestJS, with strong focus on architecture, performance optimization, and real-time systems. Experienced in AI integrations, API design, and building maintainable systems that support product growth.

SKILLS

JavaScript, TypeScript, React, Next.js (SSR, SPA), Redux, Zustand, Tailwind CSS, MUI, Node.js, NestJS, Express.js, REST APIs, GraphQL, WebSockets, Microservices, System Design, Performance Optimization, PostgreSQL, MongoDB, Firestore, Docker, CI/CD, GitHub Actions, OpenAI APIs, Symfony (Twig, Stimulus)

PROFESSIONAL EXPERIENCE

Senior Frontend Developer (Oct 2024 – Present)

ITSharkz, Warsaw (Remote)

- Develop and maintain SSR-based web applications using Symfony (Twig) and TypeScript (Stimulus) within a large-scale product environment.
- Lead development of new modular UI components from scratch, replacing legacy implementations and improving maintainability.
- Conduct code reviews (PRs) to ensure architectural consistency, performance standards, and code quality across the team.
- Implement accessible and responsive UI aligned with design system requirements, including unit testing in Storybook and accessibility validation.
- Collaborate closely with backend teams on API design and data contracts to ensure scalable and performant integration.
- Developed complex frontend modules using Next.js, React, and GraphQL within a monolithic architecture composed of multiple interdependent subsystems.
- Built large interactive modules including map-based interfaces with dynamic data parsing via GraphQL queries and mutations.
- Implemented state management using React Context across large shared modules.
- Worked within a highly modular codebase where multiple major projects reused shared core functionality.

Senior Software Engineer (Sep 2021 – Aug 2024)

Dashbouquet Development, Warsaw (Remote)

- Delivered full-stack web and desktop applications using React, Next.js, Node.js, NestJS, PostgreSQL, and Electron across multiple product-driven projects.
- Led backend architecture redesign from serverless Firebase RPC to RESTful NestJS infrastructure, reducing cold starts and improving system stability and performance.
- Designed and implemented AI-powered features using OpenAI and Anthropic models, including prompt engineering, structured outputs, performance monitoring, and model optimization.

- Built real-time systems using WebSockets for interactive computer-vision-based advertising platforms integrating camera streams and human-detection neural networks.
- Contributed to core application rewrites, performance optimization, and architectural improvements within complex multi-module environments.
- Developed GraphQL and REST integrations, including reward systems and Web3-related modules with smart contract interaction.
- Took ownership of technical decisions, technology selection, infrastructure setup, and database design.
- Mentored developers, participated in hiring, and worked directly with product owners in fast-paced environments.

Middle Software Engineer *(Jul 2019 – Aug 2021)*

XB Software, Minsk (Office)

- Developed framework-agnostic JavaScript widget library compatible with React, Angular, Vue, Svelte, and legacy environments.
- Contributed to custom reactive rendering mechanism built on top of the JavaScript event loop and microtask queue, implementing component lifecycle behavior in vanilla JS.
- Built extensible component architecture using class-based patterns with controlled rendering cycles and performance optimization.
- Ensured cross-browser compatibility including legacy support (IE8+) using Babel, polyfills, and advanced CSS workarounds.
- Integrated widgets into diverse client environments and created demo applications and usage snippets to support product adoption.
- Worked in a product-driven environment with continuous user feedback and strict coding standards.
- Mentored junior developers and contributed to internal knowledge sharing.

Junior Full Stack Engineer *(Aug 2017 – Jul 2019)*

Travel Agency, Minsk (Office)

- Designed and developed a full-stack CRM system from scratch for internal booking management and sales workflow automation.
- Implemented role-based access control (admin and operator panels) and complex multi-step business logic for ticket processing pipelines.
- Built backend services using PHP and JavaScript within a local network server environment.
- Developed real-time features using WebSockets to track user activity and status updates.
- Implemented IP restrictions and basic network-level protections to secure internal infrastructure.
- Worked directly with the business owner to gather requirements, iterate on features, and align development with operational needs.
- Gained hands-on experience with SCSS, browser APIs, and system monitoring tools.

PET PROJECTS

DeepMinute | Web Application (Next.js + React)

- Independently designed and deployed a production-ready web application using Next.js and React.

- Implemented SEO optimization, metadata structuring, and performance tuning for search visibility.
- Integrated Google Ads and Vercel Analytics to track traffic and optimize user acquisition.
- Managed full deployment lifecycle including custom domain configuration and hosting on Vercel.

Relax Scramble | Desktop Steam Game (Electron + React)

- Designed and shipped a cross-platform desktop game using Electron, React, and Node.js.
- Implemented core infinite gameplay mechanics with dynamic scoring and progression systems.
- Integrated Steam SDK including Steam Cloud synchronization and multi-language support (8 languages).
- Built real-time update mechanisms using Server-Sent Events (SSE) within Electron environment.
- Optimized performance and stability across production builds and Steam release requirements.
- Managed full release lifecycle including packaging, debugging, store configuration, and deployment to Steam.

EDUCATION

Master of Engineering in IT & Ergonomics.

Belarusian State University of Informatics and Radioelectronics (2014 – 2020)

LANGUAGES

Russian (native), English (C1)