



# ALEX RATNIKOV

FRONTEND ENGINEER

## CONTACTS

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## ABOUT ME

Frontend Engineer with **7 years** of experience building scalable **web applications**. Throughout my career, I've progressed from creating interactive **browser-based games** to designing **analytics platforms**, **banking systems**, and enterprise **knowledge bases**. I combine deep expertise in frontend **architecture** and **logic** with a passion for visual excellence – from **complex animations** to **3D graphics** implementation.

I adhere to principles of **clean, scalable code** and processes that improve **product quality** and streamline team collaboration: **code reviews**, **testing**, and **documentation**.

Open to complex challenges, I value transparent communication and always strive to view projects through the lens of both **business needs** and **user experience**.

## LANGUAGES

**Russian:** Native  
**English:** B1

## EDUCATION

**IEFL 2009-2014:** Bachelor's Degree  
**Additional Training:** web, gamedev

## SKILLS & TECHNOLOGIES

### Core & Frameworks:

**JavaScript** (ES6+, ESNext), **TypeScript** (Advanced), **React**, **Next.js** (App Router, Server Components, SEO, BFF)

### State Management & Reactivity:

**Redux / Redux Toolkit**, **Effector**, **Zustand**, **React Context**, **Signals**.  
Complex business logic, reactivity, render optimization.

### Data Fetching & API:

**Axios**, **TanStack/RTK Query**, **REST**, **GraphQL**, **WebSockets**, **Swagger**.  
Real-time interactions, proper API architecture, caching and synchronization.

### Database Layer & Backend:

**Supabase**, **Drizzle ORM**, **Dexie.js**, **Node.js** (BFF).  
Experience in database schema design and working with **IndexedDB**, **SQL**.

### Visuals & Experience:

**GSAP**, **Motion**, **Three.js**, **SVG**, **Chart.js**, etc.  
Complex animations and timelines, data visualization, 3D graphics, WOW effects, GameDev mechanics.

### Styling & UI Systems:

**CSS Modules**, **SASS/SCSS**, **CSS-in-JS**, **Tailwind CSS**, **UI Frameworks**.  
Preventing style conflicts in large projects; architecture of style mixins and functions, dynamic style management in React, experience with numerous UI libraries, theming.

### Quality Assurance & Testing:

**Jest**, **Vitest**, **RTL**, **SonarQube**, **ESLint**.  
Unit & Integration Testing, code quality analyzers, refactoring, architectural oversight, and code reviews.

### Engineering & Tooling:

**Webpack**, **Vite**, **Rollup**, **npm**, **yarn**, **Git**, **Perforce**.  
Professional Git workflows, project configuration from scratch, automation scripts, CI/CD pipelines.

### Architecture & Best Practices:

I design systems with high encapsulation and modularity, ensuring low coupling and high extensibility of the codebase.  
I consistently follow principles and methodologies: **SOLID**, **KISS**, **DRY**, **YAGNI**, **GRASP**.  
I focus on writing self-documenting code with strict typing and clear separation of concerns.  
I apply architectural patterns in practice:  
**Clean / Modular Architecture**, **Atomic Design**, **DDD**, **FSD**.

## WORK EXPERIENCE

### Gran Soft

2024-2025

#### Position:

Lead Frontend Developer  
/ F.Lead

- Complex **graphics system integration**: implemented deep embedding of **draw.io** into the **Tiptap** editor for the **KMS** platform with diagram **versioning**, dynamic export, and data **synchronization** mechanisms.
- Developed a high-load client-side **logging system** for the **DITKB** system with intelligent **batching** and **deferred processing** strategy, minimizing network load while ensuring transparent **diagnostics** of complex user scenarios.
- Built a **versioning** system: storage, restoration of states, and data export from version history **without context loss**.

### H2SOFT (SBER)

2023-2024

#### Position:

Lead Frontend Developer

- Designed client profiling interfaces for the **Risk Department of the Corporate & Investment Bank**, ensuring **effective visualization** of multidimensional financial data and real-time dashboards.
- Developed **forecasting** and hyper-personalization mechanisms based on the "**Client Profile**" ecosystem **role model**.
- Conducted large-scale **refactoring** of legacy modules, migrated the project to **FSD** architecture with **Effector**. Optimized **rendering** of heavy tables and charts, reduced client-side memory consumption by **25-30%**.

### MOSKVA 24 (Moscow Media)

2018-2022

#### Position:

Frontend Developer

- Designed and implemented an internal **real-time** news aggregator ("**Blue Ribbon**") for the editorial team of the media holding using **WebSockets**, integrated a **filtering** and **monitoring** system for data sources.
- Developed a series of interactive **browser-based games** (card games, performances, **drag-and-drop** quests, etc.) using pure **JavaScript**, working with high-load **event-driven models**.
- Created interactive special projects and longread articles using **GSAP**, implementing complex timelines and "wow" effects.