



ALEX RATNIKOV

FRONTEND ENGINEER

CONTACTS

Telegram: t.me/ProUnebit

Email: prounubit@yandex.ru
prounubit@gmail.com

LinkedIn: in/alexey-ratnikov

GitHub: ProUnebit

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 oversights, 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.