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.