





Siarhei Filinski (he/him)

Senior Frontend Engineer

Frontend Platform Engineer at Atlassian, with 4.5 years specializing in Angular and React.	 Krakow, Poland
Contributed to design, implementation and maintenance of several major Atlassian tools: Atlassian user interface library , Web resource manager , a11y runner (internal accessibility testing library). Led cross-product implementation and migration for dark mode in Atlassian DC in platform.	 sfilinsky@gmail.com
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This CV is created with my PDF tool (including design). You can see source code on GitHub .	 https://github.com/SFilinsky/

1. Technical Skills

- **Programming languages:** `Typescript` (frontend and backend), `JavaScript` , used `WebAssembly` for high-performance code. Worked with `Java` and `C++` as secondary languages
- **Frameworks:** `React` , `Angular` , `Next.js` , `Web Components` ; Backend in `NestJs` , `Express` , and `Node.js` , `Spring`
- **Framework Ecosystem:** `GraphQL` with `Apollo` , `React Query` , `Redux` , `CSS Modules` . Extensively used `RxJS` and `NgRx`
- **Testing:** `Jest` , `Mocha` , `Karma` , `Pally` , `axe-core` , `Puppeteer`
- **Tools:** `Git` , `Webpack` , `Yarn Workspaces` , `Lerna` , `Changesets` (configured ground-up projects with complex multi-repo environments, worked with internal frontend bundling systems at Atlassian as platform engineer)
- **Automation:** Automated visual regression and accessibility testing, releases and upmerges using `Node.js`
- **Architectures:** Worked with `Microfrontends` , frontend plugin systems, `Microservices` . In my work I rely on SOLID, KISS and YAGNI principles to scale solutions while not overthinking them
- **Paradigms:** Worked with different programming paradigms (OOP, functional, reactive). Many good practices from them I apply in my daily work
- **Platform Development:** Worked on development of two UI libraries, many complex cross-product tools and system setups in my career
- **Maintenance:** Worked on systems that are decades old so I understand implications of long-term engineering decisions

2. What unique value do I bring to a team?

- 🎯 **Independence and focus on delivery:** I'm self-sufficient, capable of developing systems without additional help, including research, setting up goals, implementing and maintaining software
- 🗂️ **Work organisation:** I worked on development of Jira, Confluence and many other Atlassian tools, so I saw many good patterns for work organisation
- 🎓 **Mentoring:** I led many interviews, mentored interns and taught people software development ground-up - so I have experience of helping people and sharing knowledge with them
- 🗣️ **Communication:** I can clearly present information in just enough level of detail, identify communication gaps and misunderstanding between people
- 🤝 **Mediating:** I'm calm and open if disagreement happens, I take a look from aside and help to find solution that will satisfy everyone or at least help people understand each other

3. Education

Bachelor's Degree in Information Technology and Software Engineering in Gomel State University (2016-2020).

4. Professional Experience

Atlassian: Frontend Platform Engineer (May 2022 - Now)

- **My goal was:** Sharpen my teamwork skills in leading management software organisation. Learn to maintain mature large-scale products.
- **Tech used:** `React` , `Web Components` , `Typescript` , `Node.js` , `Webpack` , `Bitbucket Pipelines` , `Bamboo` , dozens of internal tools
- **Responsibilities:**
 - Drive and feature lead large scale cross-product projects
 - Support 3rd party vendors and products during upgrades and resolving issues
 - Share updates outside the team for organisation to know what we shipped recently
 - Contribute to team work practices driving constant improvement
- **Achievements**
 - I maintained and extended dozens of complex internal systems (over 30 repos in 2 years, including Jira, Confluence, Bitbucket, Bamboo and a lot of underlying tech)
 - Feature-led the cross-product platform dark mode implementation for Atlassian DC:
 - researched topic and internal resources to collect company experience in the field
 - established communication with other teams and management on the project, drove and documented decisions
 - coordinated my team to implement dark-mode on platform level, assisted products with integration
 - Resolved critical issues in the Web Resource Manager, a key component of Atlassian DC infrastructure Successfully overcoming challenges that several senior engineers were solving for months I enabled smoother operations for marketplace plugin vendors
 - With my team, developed end-to-end accessibility testing library for Atlassian DC products, identifying and fixing hundreds of a11y issues to ensure solid UX and compliance

Luxoft (outsourcing): Fronted Engineer (March 2021 - May 2022)

- **My goal was:** Extend my Angular knowledge joining the project. Develop skills for working in multicultural international environment.
- **Tech used:** `Angular` , `Typescript` , `Java` , `Spring` , `Splunk`
- **Achievements:**
 - When I joined, 6 people (entire team including team-lead) left simultaneously, doing few hours of knowledge sharing I continued improving application and onboarded 5 new people in few months. Over two years already team is working for the client on the project
 - During my work I was regularly leading tech interviews (for middle and senior frontend roles), leading to several engineers being hired and still successfully working for the company
 - Using `Splunk` and `AppDynamics` we found performance issues in other products that caused drain of budget and slowed down infrastructure for years

Akveo (product and outsourcing): Angular Frontend Engineer (January 2020 - March 2021)

- **My goal was:** Join one of the best Angular-focused companies in Belarus to gain experience from colleagues and bring my frontend skills to new level.
- **Tech used:** `Angular` , `NgRX` , extensive usage of `RxJS` , `Typescript`
- **Achievements:**
 - In [Nebular](#) (Angular UI kit, has almost 8k GitHub stars as of now) I developed components, resolved issues and contributed to theming
 - Participated in development of [UI Bakery](#) - lowcode UI builder for creating full-functional enterprise applications, during which I shipped UI component improvements and minor features
 - As single developer (with UX designer and QA) shipped Angular warehouse management application that allowed company to digitalize and effectively split work to reduce delivery delays

5. Personal projects and interests

Throughout years, I developed many things that pushed my improvement forward, but here's major one:

Tech project: Typescript game engine

I created [open-source multiplayer game engine](#) with `Typescript` in 2021-2022.

During the work I tried many modern architecture approaches using state-of-the-art frontend tech:

- Dynamic high-frequency server-client communication that shared world update every few milliseconds with client as well as input with server
- Using cutting-edge Typescript features I built a system to autocomplete query result usage based on its structure (simplified engine usage by far)
- Functional reactive state management and simulation based on state-of-art [ECS game architecture](#)
- Extensible design that allows using engine in any context - web, classic PC app or mobile
- Used AssemblyScript for high-performance calculations

Non-tech interests

Apart from programming, I have few main interests, which I deliberately worked on over the years:

- 🎵 Music: I'm huge music enjoyer and for years was doing different things related to it - playing guitar (just at home and in a band), learned sound-engineering to record and mix my ideas and soundtracks.
- 🎮 Games and game development: I played tons of video games and my long-term pln is to create one in the future. Everything I do is dedicated to this goal, whether it's software development, better teamwork or making music and art.