

# CURRICULUM VITAE



## ABSTRACT

Name: Anton Nemtsev

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Date of Birth: May 21, 1983

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Citizenship: Ukraine

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Languages: Russian, Ukrainian, English

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Status: Available for hire

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- Freelance developer from 2000 till 2016
- Full-stack developer
- Representative of Web Standards <<http://web-standards.ru/editors/>> community in Ukraine
- Founder and chief-editor of Frontender Magazine <<http://frontender.info/>>
- Speaker at local and international web development conferences
- UA Web Challenge expert
- Magical talking bear prostitute

## CONTACTS

Email: thesilentimp@gmail.com

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Skype: ravencry

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GitHub: <http://github.com/SilentImp>

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LinkedIn: Anton Nemtsev <<http://ua.linkedin.com/pub/anton-nemtsev/3/b1/592/>>

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Twitter: @silentimp

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Site: <http://frontender.info/>

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Phone (UA): +31 (62) 184-72-77

# SKILLS

## MARKUP

HTML  
HAML  
Slim  
Jade  
Markdown  
Pug

## SCRIPTING

JavaScript  
Coffee  
JQuery  
React.js  
ES 2020  
TypeScript  
Ramda

## STYLES

CSS  
SASS  
Compass  
Less  
Stylus  
PostCSS

## BACKEND

PHP  
Node.js

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## VCS

Git  
Mercurial

## AUTOMATIZATION

Grunt  
Gulp  
Webpack  
Docker  
GitLab CI

## DATABASE

MySQL  
MongoDB

## ADDITIONAL

Photoshop  
Flash  
ActionScript  
Magento  
Sketch

# EXPERIENCE

2019-2020:	Work at Werkspot < <a href="https://werkspot.nl/">https://werkspot.nl/</a> > as a frontend-developer. Help build a new front-end stack based on React and Next.js framework and continue migrating an application to this stack. Among other things developed the translations system, form management system, introduce grid layout, and participate in creating business-critical user flows. Help with hiring people. Work on company branding by representing the company on conferences and writing articles.
2017-2018:	Work at Template Monster < <a href="https://www.templatemonster.com/">https://www.templatemonster.com/</a> > as lead frontend-developer. I have lead three teams with eight frontend developers located in Lviv, Mykolaiv and Kyiv. Participate in hiring people for these teams and mentoring. Take part in the creation of project architecture, including the frontend part of the project. We have transformed the project from the shop that sells products created in the Template Monster to the platform that allows anyone to sell media content. The platform was created ground up, with the new design system. Technical part included multiple REST microservices and was built with React with unique SSR solution. Huge work was done on performance optimization, including http2 push and use of the client-side cache.
2016-2017:	Work at VAIMO < <a href="http://www.vaimo.com/">http://www.vaimo.com/</a> > on projects BAUHAUS Sweden < <a href="https://www.bauhaus.se/">https://www.bauhaus.se/</a> > , Jack Daniel's UK < <a href="http://store.jackdaniels.co.uk/">http://store.jackdaniels.co.uk/</a> > , Jack Daniel's DE < <a href="https://www.jackdaniels.de/">https://www.jackdaniels.de/</a> > , Brown-Forman Australia < <a href="http://www.brownforman.com.au/">http://www.brownforman.com.au/</a> > , ONTIME < <a href="https://www.ontime.com/">https://www.ontime.com/</a> > etc. Help building education processes inside the company. Participate in the introducing es6 to the company stack.
2015-2016:	Work as frontend-developer in projects of Areto Development < <a href="https://www.aretodev.com/">https://www.aretodev.com/</a> > , Vacay Kit < <a href="http://vacaykit.com/">http://vacaykit.com/</a> > , 3 Way Talk < <a href="https://3waytalk.com/">https://3waytalk.com/</a> > , Yoke Labs.
2014-2015:	Work as frontend-developer in projects of Aligned Code < <a href="http://www.alignedcode.com/">http://www.alignedcode.com/</a> > , Binary Garage, Yoke Labs, CB Territory < <a href="https://territory.com.ua/">https://territory.com.ua/</a> > .
2012-2013:	Development of Focal Point for Parallels Software
2012:	Development of Giftofoni
2011-2012:	Development of <a href="http://zn.ua/">http://zn.ua/</a> and <a href="http://znaki.fm/">http://znaki.fm/</a>
2011:	Working with Evil Martians < <a href="http://evilmartians.com/">http://evilmartians.com/</a> > studio. Among projects are <a href="http://groupon.ru/">http://groupon.ru/</a> and <a href="http://i-lift.tv/">http://i-lift.tv/</a>
2010-2011:	Development of <a href="http://www.pokeroff.ru/">http://www.pokeroff.ru/</a>
2005-2010:	<p>Projects development for advertising agencies R.A.M. and Paradigm Consulting Group</p> <p>Working with such brands as Pall Mall, Kent, Camel, Lays, Kinder, DreamWorks, MTv, Indesit, Samsung etc.</p> <p>Providing services as frontend-developer, flash-developer (drawing, animaton, ActionScript), designer.</p>

# EDUCATION

2000-2007      National Technical University of Ukraine 'Kyiv Polytechnic Institute', Post-Graduate Study

- Specialist degree in development of electronic devices
- Master's degree in computer science

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1990-2000      Physical & Mathematical School

# SPEAKING

## ChernivtsiJS

Chernivtsi, June 23, 2018

## Make checkout great again

Internet acquiring? What are you talking about?!

- GitHub <<https://github.com/SilentImp/paymentRequestAPI-3>>
- Presentation online <<https://silentimp.github.io/paymentRequestAPI/>>
- Video <<https://www.youtube.com/watch?v=EZofZgflsDk&t=2s&index=12&list=PLt-pAla9BS41XDcHK49CwzkOjEDB6eJ7q>>

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## Front & Day

Kyiv, April 7, 2018

## Make checkout great again

Internet acquiring? What are you talking about?!

- GitHub <<https://github.com/SilentImp/paymentRequestAPI-1>>
- Presentation online <<https://silentimp.github.io/paymentRequestAPI/>>

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## JavaScript fwdays'18

Kyiv, March 18, 2018

## Code Style & Violence

How to implement and control codestyle best practices in your team.

- GitHub <<https://github.com/SilentImp/codeStyleAndViolenceRu>>
- Presentation online <<https://silentimp.github.io/codeStyleAndViolenceRu/>>
- Video <[https://www.youtube.com/watch?v=qHlhWxHSi\\_0&index=9&list=PLPcgQFk9n9y8\\_G0Gyh0yqDuiZqy15RLDo](https://www.youtube.com/watch?v=qHlhWxHSi_0&index=9&list=PLPcgQFk9n9y8_G0Gyh0yqDuiZqy15RLDo)>

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## National Aerospace University – Kharkiv Aviation Institute

Kharkiv, March 15, 2018

## Make checkout great again

Internet acquiring? What are you talking about?!

- GitHub <<https://github.com/SilentImp/paymentRequestAPI-2>>
  - Presentation online <<https://silentimp.github.io/paymentRequestAPI/>>
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## Съестъ Собаку

Kharkiv, March 15, 2018

## Code Style & Violence

How to implement and control codestyle best practices in your team.

- GitHub <<https://github.com/SilentImp/codeStyleAndViolenceRu>>
- Presentation online <<https://silentimp.github.io/codeStyleAndViolenceRu/>>
- Video <[https://www.youtube.com/watch?v=XkoC18vDO\\_A&list=PLrMnVHTi8Te49s0QY-ZMgP7\\_hj9T-jg1L&index=8](https://www.youtube.com/watch?v=XkoC18vDO_A&list=PLrMnVHTi8Te49s0QY-ZMgP7_hj9T-jg1L&index=8)>

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## Projector

Kyiv, February 17, 2018

## Holy Grail

Let's talk about layouts. From the start.

- GitHub <<https://github.com/SilentImp/LayoutTalk>>
- Presentation online <<https://silentimp.github.io/LayoutTalk/>>
- Video <<https://www.youtube.com/watch?v=NrxjgNfsf1s>>

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## FrontFest

Moscow, November 18, 2018

## Code Style & Violence

How to implement and control codestyle best practices in your team.

- GitHub <<https://github.com/SilentImp/codeStyleAndViolenceRu>>
- Presentation online <<https://silentimp.github.io/codeStyleAndViolenceRu/>>
- Video <<https://www.youtube.com/watch?v=HZF3XRNOpGo>>

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## ChernivtsiJS

Chernivtsi, June 10, 2017

## Holy Grail

Let's talk about layouts. From the start.

- GitHub <<https://github.com/SilentImp/LayoutTalk>>
- Presentation online <<https://silentimp.github.io/LayoutTalk/>>
- Video <<https://www.youtube.com/watch?v=stdZDiUfWH8>>

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## KharkivCSS

Kharkiv, April 22, 2017

## Holy Grail

Let's talk about layouts. From the start.

- GitHub <<https://github.com/SilentImp/LayoutTalk>>
- Presentation online <<https://silentimp.github.io/LayoutTalk/>>
- Video <[https://youtu.be/okFs-XoZoxY?list=PLJ5NW5T60Uphxafs2etSYrVYshi\\_V5T1->](https://youtu.be/okFs-XoZoxY?list=PLJ5NW5T60Uphxafs2etSYrVYshi_V5T1->)>

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## VAIMO Tech Monthly

Kyiv, March 26, 2017

## JavaScript Types

Talk about JavaScript Types and type cast principles.

- GitHub <<https://github.com/SilentImp/ES6Types>>
- Presentation online <<https://silentimp.github.io/ES6Types/>>

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## VAIMO Tech Monthly

Kyiv, February 8, 2017

## ES6 Intro

Talk about ECMA-262 life cycle, how to use new language features before browser implementation and how to use ESX in Magento 1 and 2.

- GitHub <<https://github.com/SilentImp/ES6Intro>>
  - Presentation online <<https://silentimp.github.io/ES6Intro/>>
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## Web Standards Days

Kyiv, November 26, 2016

### You don't know CSS!

In this talk we will dig into lifecycle of CSS specification development, overview some interesting drafts and find out why you should read drafts.

- GitHub <<https://github.com/SilentImp/youDontKnowCSS>>
- Presentation online <<https://silentimp.github.io/youDontKnowCSS/>>

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## Web Standards Days

Minsk, October 29, 2016

### You don't know CSS!

In this talk we will dig into lifecycle of CSS specification development, overview some interesting drafts and find out why you should read drafts.

- GitHub <<https://github.com/SilentImp/youDontKnowCSS>>
- Presentation online <<https://silentimp.github.io/youDontKnowCSS/>>
- Video <<https://youtu.be/VoA-aQu75Xk>>

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## KharkivCSS

Kharkiv, September 17, 2016

### You don't know CSS!

In this talk we will dig into lifecycle of CSS specification development, overview some interesting drafts and find out why you should read drafts.

- GitHub <<https://github.com/SilentImp/youDontKnowCSS>>
- Presentation online <<https://silentimp.github.io/youDontKnowCSS/>>
- Video <<https://youtu.be/O4kiMLPeNGw?list=PLJ5NW5T60UphOVDsbAC97JQ2KEprVgh2r>>

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## Nordic.js

Stockholm, September 8, 2016

### Lightning talk “You don't know CSS”

In this talk we will dig into lifecycle of CSS specification development, overview some interesting drafts and find out why you should read drafts.

- GitHub <<https://github.com/SilentImp/youDontKnowCSSEn>>
- Presentation online <<https://silentimp.github.io/youDontKnowCSSEn/>>
- Video <<https://youtu.be/Yr7kY7wwcl0>>

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## Web Standards Days

Kyiv, November 28, 2015

### Offline first

What is offline first and how it may be used for your profit

- GitHub <<https://github.com/SilentImp/offline-first>>
- Presentation online <<http://silentimp.github.io/offline-first/>>

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## Web Standards Days

Minsk, October 31, 2015

### Offline first

What is offline first and how it may be used for your profit

- Video <<https://youtu.be/f1DVxtjiBc4?t=19398>>
- GitHub <<https://github.com/SilentImp/offline-first>>
- Presentation online <<http://silentimp.github.io/offline-first/>>

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## IT ФОРУМ

Kyiv, May 24, 2015

### Offline first

What is offline first and how it may be used for your profit

- GitHub <<https://github.com/SilentImp/offline-first>>
  - Presentation online <<http://silentimp.github.io/offline-first/>>
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## Web Standards Days

Riga, May 24, 2014

## Localization and Internationalization

Overview of international specifications and localization process with i18next and l20n

- Video <<http://vimeo.com/90835630>>

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## Frontend Dev Conf 2014

Minsk, August 24, 2014

## WebGL and Lazy Game Dev

Lazy game development with use WebGL and Three.js

- Video <<https://www.youtube.com/watch?v=ROiVmJ1DPL4>>
- GitHub <<https://github.com/SilentImp/threejs-gaming/tree/master/production>>

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## PIT++ 2014

Moscow, April 14, 2014

## Localization and Internationalization

Overview of international specifications and localization process with i18next and l20n

- Video <<http://vimeo.com/90835630>>

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## DUMP 2014

Ekaterinburg, March 14, 2014

## Localization and Internationalization

Overview of international specifications and localization process with i18next and l20n

- Video <<http://vimeo.com/90835630>>
- GitHub <<https://github.com/SilentImp/localizaion>>
- Presentation online <<http://silentimp.github.io/localizaion>>

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## DUMP 2014

Ekaterinburg, March 14, 2014

## One Year of Frontender Magazine

Magazine goals, history and what we had achieved for the last year

- GitHub <<https://github.com/SilentImp/FrontenderMagazinePresentation>>
- Presentation online <<http://silentimp.github.io/FrontenderMagazinePresentation>>

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## Web Standards Days

Kyiv, October 26, 2013

## Lost Specifications

JavaScript API we forget or even don't know about

- GitHub <<https://github.com/SilentImp/lost-specs>>
- Presentation <<http://webstandardsdays.ru/2013/10/26/lost-specs.zip>>
- Presentation online <<http://silentimp.github.io/lost-specs/>>

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## Web Not Bombs

Minsk, September 19, 2013

## Lazy Game Dev

Lazy development of casual games with JavaScript and DOM

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## Web Not Bombs

Minsk, September 19, 2013

## Frontender Magazine

About magazine, why it was founded and where frontend developers come from

- GitHub <<https://github.com/SilentImp/aboutFrontenderMagazine>>
- Presentation online <<http://silentimp.github.io/aboutFrontenderMagazine/>>

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## ITSea

Kazantip, August 22, 2013

## Lazy Game Dev

Lazy development of casual games with JavaScript and DOM

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## KharkivJS

Kharkiv, June 22, 2013

## Lazy Game Dev

Lazy development of casual games with JavaScript and DOM

- Video <<http://www.youtube.com/watch?v=G3J2-BFdUt8>>

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## DUMP 2013

Yekaterinburg, May 24, 2013

## Lazy Game Dev

Lazy development of casual games with JavaScript and DOM

- Video <<https://www.youtube.com/watch?v=6K5UPIY0fy8&index=5&list=PLRdS-n5seLRpVRDbIlg0KDFr5V4RlvaDiR>>

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## PIT++ 2013

Moscow, April 23, 2013

## Lazy Game Dev

Lazy development of casual games with JavaScript and DOM

- Video <<https://vimeo.com/74731054>>
- GitHub <<https://github.com/SilentImp/LazyGameDev>>
- Presentation online <<http://silentimp.github.io/LazyGameDev/>>

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## Web Standards Days

Moscow, November 24, 2012

## JavaScript Patterns

What is it, why to use them and common patterns

- Video <<http://tech.yandex.ru/events/yagosti/wsd-msk-nov-2012/talks/455/>>
- Presentation <<http://webstandardsdays.ru/2012/11/24/patterns.zip>>

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## KharkivJS

Kharkiv, December 15, 2012

## Some Funy CSS Tricks You May Use in Lazy Game Dev

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## Web Standards Days

Kyiv, October 13, 2012

## On the Edge

3D and 2D-animation and emotions in the web with CSS

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## Fronteers Jam Session

Amsterdam, October 3, 2012

## Some Funy CSS Tricks You May Use in Lazy Game Dev

- Video <<http://fronteers.nl/congres/2012/jam-session/some-funy-css-tricks-you-may-use-in-lazy-game-dev-anton-nemtsev>>

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## Web Standards Days

St. Petersburg, June 23, 2012

## On the Edge

3D and 2D-animation and emotions in the web with CSS

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## PIT++ 2012

Moscow, April 2, 2012

## On the Edge

3D and 2D-animation and emotions in the web with CSS

- Video <<https://vimeo.com/channels/wstdays/47083690>>
- Presentation <<http://webstandardsdays.ru/2012/04/02/pres/3d-emotional.zip>>

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## Web Standards Days

## Editing Content in the Browser

How it should be, how it is and why do we need it anyway



## Web Standards Days

Minsk, October 29, 2011

### Editing Content in the Browser

How it should be, how it is and why do we need it anyway

- Video <<https://vimeo.com/channels/wstdays/33214437>>
- Presentation <<http://webstandardsdays.ru/2011/10/29/editable.zip>>

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## Web Standards Days

Kyiv, October 22, 2011

### Editing Content in the Browser

How it should be, how it is and why do we need it anyway

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## Web Standards Days

Kyiv, September 18, 2010

### Overview of the new JavaScript API

HTML5 specification and other W3C specification drafts

- Video <<https://vimeo.com/channels/wstdays/17246164>>
- Presentation <<http://webstandardsdays.ru/2010/09/18/javascript-api.zip>>

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## Web Standards Days

Riga, May 22, 2010

### HTML5 and CSS3

Evolution of webstandards

- Presentation <<http://webstandardsdays.ru/2010/05/22/pres/html5.zip>>