CURRICULUM VITAE

ABSTRACT

Name:	Anton Nemtsev
Date of Birth:	May 21, 1983
Citizenship:	Ukraine
Languages:	Russian, Ukrainian, English
Status:	Available for hire

- 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
Skype:	ravencry
GitHub:	http://github.com/SilentImp
LinkedIn:	Anton Nemtsev <http://ua.linkedin.com/pub/anton-nemtsev/3/b1/592/>
Twitter:	@silentimp
Site:	http://frontender.info/
Phone (UA):	+31 (62) 184-72-77

SKILLS

MARKUP	SCRIPTING	STYLES	BACKEND
HTML	JavaScript	CSS	PHP
HAML	Coffee	SASS	Node.js
Slim	JQuery	Compass	
Jade	React.js	Less	
Markdown	ES 2020	Stylus	
Pug	TypeScript	PostCSS	
	Ramda		

VCS	AUTOMATIZATION	DATABASE	ADDITIONAL
Git	Grunt	MySQL	Photoshop
Mercurial	Gulp	MongoDB	Flash
	Webpack		ActionScript
	Docker		Magento
	GitLab CI		Sketch

EXPERIENCE

2019-2020: Work at Werkspot <https://werkspot.nl/> 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 <https://www.templatemonster.com/> 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 <http://www.vaimo.com/> on projects BAUHAUS Sweden <https://www.bauhaus.se/> , Jack Daniel's UK <http://store.jackdaniels.co.uk/> , Jack Daniel's DE <https://www.jackdaniels.de/> , Brown-Forman Australia <http://www.brownforman.com.au/> , ONTIME <https://www.ontime.com/> etc. Help building education processes inside the company. Partipate in the introducing es6 to the company stack.

2015-2016: Work as frontend-developer in projects of Areto Development <https://www.aretodev.com/> , Vacay Kit <http://vacaykit.com/> , 3 Way Talk <https://3waytalk.com/> , Yoke Labs.

2014-2015: Work as frontend-developer in projects of Aligned Code <http://www.alignedcode.com/> , Binary Garage, Yoke Labs, CB Territory <https://territory.com.ua/> .

2012-2013: Development of Focal Point for Parallels Software

2012: Development of Giftofoni

2011-2012: Development of http://zn.ua/ and http://znaki.fm/

2011: Working with Evil Martians <http://evilmartians.com/> studio. Among projects are http://groupon.ru/ and http://i-lift.tv/

2010-2011: Development of http://www.pokeroff.ru/

2005-2010: Projects development for advertising agencies R.A.M. and Paradigm Consulting Group

Working with such brands as Pall Mall, Kent, Camel, Lays, Kinder, DreamWorks, MTv, Indesit, Samsung etc.

Providing services as frontend-developer, flash-developer (drawing, animaton, ActionScript), designer.

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

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-pAIa9BS41XDcHK49CwzkOjEDB6eJ7q>

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/>

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=qHIhWxHSi_0&index=9&list=PLPcgQFk9n9y8_G0Gyh0yqDuiZqy15RLDo>

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/>

Съесть 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=PLrMnVHTl8Te49s0QY-ZMgP7_hj9T-jg1L&index=8>

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>

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>

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>

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->

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/>

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/>

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/>

Web Standards Days
Minsk, October 29, 2016

You don't know CSS!
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- GitHub <https://github.com/SilentImp/youDontKnowCSS>
- Presentation online <https://silentimp.github.io/youDontKnowCSS/>
- Video <https://youtu.be/VoA-aQu75Xk>

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>

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>

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/>

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/>

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/>

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>

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>

РИТ++ 2014
Moscow, April 14, 2014

Localization and Internationalization
Overview of international specifications and localization process with i18next and l20n

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

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>

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>

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/>

Web Not Bombs
Minsk, September 19, 2013

Lazy Game Dev
Lazy development of casual games with JavaScript and DOM

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/>

ITSea
Kazantip, August 22, 2013

Lazy Game Dev
Lazy development of casual games with JavaScript and DOM

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>

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=6K5UPlY0fy8&index=5&list=PLRdS-n5seLRpVRDblg0KDFr5V4RlvaDiR>

РИТ++ 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/>

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>

KharkivJS
Kharkiv, December 15, 2012

Some Funy CSS Tricks You May Use in Lazy Game Dev

Web Standards Days
Kyiv, October 13, 2012

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

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>

Web Standards Days

St. Petersburg, June 23, 2012

On the Edge

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

РИТ++ 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>

Web Standards Days

Moscow, December 13, 2011

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>

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

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>

Web Standards Days

Riga, May 22, 2010

HTML5 and CSS3

Evolution of webstandards

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