

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 now
- 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 <<http://uawebchallenge.com/experts>> expert

CONTACTS

E-Mail: 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): +38 (063) 065-72-65

SKILLS

MARKUP

HTML
HAML
Slim
Jade
Markdown

SCRIPTING

JavaScript
Coffee
jQuery
AngularJS
React.js
ES-2015

STYLES

CSS
SASS
Compass
Less
Stylus
PostCSS

BACKEND

PHP
Node.js

VCS

Git
Mercurial

AUTOMATIZATION

Grunt
Gulp

DATABASE

MySQL
MongoDB

ADDITIONAL

Photoshop
Flash
ActionScript

EXPERIENCE

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

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/>>

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>>

PNT++ 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

Lazy Game Dev

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=6K5UPIY0fy8&index=5&list=PLRdS-n5seLRpVRDbIlg0KDFr5V4RlvaDiR>>

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/>>

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

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>>

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>>