

# 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/>> community in Ukraine
- Founder and chief-editor of Frontender Magazine
- Speaker at local and international web development conferences
- UA Web Challenge expert
- JS Nation org. commity member

## CONTACTS

EMail: newsilentimp@gmail.com

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

LinkedIn: Anton Nemtsev <<https://www.linkedin.com/in/silentimp/>>

Twitter: @silentimp

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

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

Phone (UA): +38 (050) 277-38-82

# SKILLS

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

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

# EXPERIENCE

- 2024-: Work at Datasnipper as a Software Engineer. I did create frontent guild in the company to ensure alignment between the team and consistent approach to problem solving. Lead creation of frontend architecture. Built deployment system for frontend, including library of reusable GitHub actions and workflows, Rulsets and Terraform configurations. Create learning opportunities for the colleagues and put efford to build knowledge sharing culture.
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- 2023-2024: Work at i3d.net as a Staff Engineer. Great opportunity to build Amazon AWS competitor almost ground up.
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- 2021-2023: Work at Amazon AWS. RDS Ops Console is an internal Rails web application which allows engineers to manage the RDS service and its resources. I have created frontend roadmap, implement code style control and build unit testing system with coverage control, add feedback mechanisms for the console consumers, cover console with canaries and many more.
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- 2019-2021: 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.
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- 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.
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- 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.
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- 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.
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- 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/>> .
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- 2012-2013: Development of Focal Point for Parallels Software
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- 2012: Development of Giftofon
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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="https://evilmartians.com/">https://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:	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, animation, ActionScript), designer.

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## EDUCATION

2000-2007	National Technical University of Ukraine 'Kyiv Polytechnic Institute', Post-Graduate Study <ul style="list-style-type: none"><li>• Specialist degree in development of electronic devices</li><li>• Master's degree in computer science</li></ul>
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=PLtpAla9BS41XDcHK49CwzkOjEDB6eJ7q>>
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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)>

## National Aerospace University – Kharkiv Aviation Institute

Kharkiv, March 15, 2018

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### 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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## 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=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>>

## 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 <<https://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>>

## **РНТ++ 2014**

Moscow, April 14, 2014

### **Localization and Internationalization**

Overview of international specifications and localization process with i18next and I20n

- Video <<https://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 I20n

- Video <<https://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 forgot 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**

Kazanip, 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 <<https://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-n5seLRpVRDblg0KDFr5V4RlvaDiR>>

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## РНТ++ 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 Funny 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 Funny CSS Tricks You May Use in Lazy Game Dev

- Video <<http://frontereers.nl/congres/2012/jam-session/some-funny-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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## РНТ++ 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

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>>
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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>>