

Vladyslav Luchkov

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US Timezone compatible

SUMMARY

Senior Software Engineer with 9 years of professional experience, specializing in Front-end development(Angular, React), as well as 2D/3D web graphics using SVG/WebGL. Expert at building complex interfaces for large-scale products and high-traffic platforms. Focused on delivering scalable, performance-driven solutions across diverse domains. Highly flexible with working hours and ready to relocate to Chile on my own to ensure full overlap with US business hours (EST/EDT).

EDUCATION

M.Sc. in Computer Science

National Technical University of Ukraine "Igor Sikorsky Kyiv Polytechnic Institute"
2013 - 2018

SKILLS

General:

- Object-oriented programming
 - SOLID
 - Design patterns
 - MVVM
- Functional programming
- Computer Networks
- Data Structures and algorithms

Languages:

- JavaScript
- TypeScript

Front-end:

- HTML, CSS, SASS, Tailwind
- Angular, React
- RxJS
- Three.js, SVG
- NGXS, MobX
- Web Accessibility
- Email templates development
- Cross-browser and cross-device development
- Maps: Google JS API, OpenLayers, ArcGis JS API

Back-end:

- Node.js, NestJS, Fastify

Testing:

- Unit: Jest, Jasmine
- Automation: Cypress
- Postman

System Monitoring:

- Kibana
- Sentry

EXPERIENCE

Planner5D - Senior Software Engineer

Oct 2024 - Ongoing · 1 year 5 mos

Worked as a software engineer in the Planner5D, interior design service, where participated in development of 3D/2D features.

- Engineered and launched a collaborative commenting system with 3D viewport support.
- Architected a high-performance internal TS library for floating overlays, with adapter for usage in React to standardize floating UI development across the platform.
- Migrated legacy modules from JQuery to modern ones with React and MVVM pattern to improve maintainability and performance.
- Engineered configuration of floors thickness in home designs, and created migration tool for old projects.
- Optimized the 3D rendering pipeline by resolving complex graphics issues such as z-fighting.
- Conducted workshops where presented implementation of overlays, and tutorial about RxJS.
- Ensured high software reliability by complying to the MVVM pattern in development, covering critical functionality with unit tests.

Kaseya - Senior Software Engineer

Aug 2023 - Sep 2024 · 1 year 1 mos

Worked as a front-end engineer in the Rapid Response team that implements shared components and implements highly required features for the RMM Pulseway.

- Led Angular 12 to 18 migration for the Pulseway RMM enterprise platform.
- Established engineering standards in front-end development among the product teams.
- In collaboration with the designer developed and executed plan of updating the whole project to bind it to the design system that allows to organize gradual refactoring and split the work between teams.
- Engineered a reusable data table component with custom filtering and pagination.
- Led development of reusable multi-step wizard configuration tool, described the architecture, and followed its implementation with a team member.
- Actively collaborated with other teams to integrate shared solutions, ensuring seamless functionality and user experience across platforms.
- Conducted technical interviews, playing a vital role in the hiring process and ensuring the recruitment of top talent.
- Mentored a mid-level software engineer, providing guidance and conducting technical reviews to support their Personal Development Plan.

Upwork - Senior Software Engineer

Jul 2022 - Jul 2023 · 1 year

Worked as a front-end engineer in the Sign up and Onboarding experience team inside of the Upwork company itself (important note: it was not freelance, I was working for Upwork company).

- Optimized user acquisition via A/B testing and Kibana-driven analytics to improve onboarding conversion rates.
- Conducted the release cycle proactively monitoring system health and error logs in Kibana to ensure seamless deployments.
- Improved Accessibility by implementing WCAG-compliant features, ensuring a first-class experience for screen-reader users and visually impaired individuals.
- Followed rigorous development standards, including unit testing, cross-browser compatibility checks, and rendering performance profiling to maintain a high-performance UI.
- Participated in async collaboration across multiple teams located in different time zones, resolving complex integration issues.

Uklon - Senior Software Engineer

Nov 2021 - Jul 2022 · 9 mos

Worked at Uklon, a leading ride-hailing service platform in Ukraine, and took a crucial role in the MVP version of the Corporate Portal.

- Led the development of the front-end and back-end for front-end applications from scratch using NestJS and React.
- Upgraded logging tools and auth logic on the back-end, resulting in improved system stability and security.
- Acted as a mentor to junior team members, providing guidance through pair programming, code reviews, and educational initiatives, strengthening team competence and efficiency.
- Designed and implemented end-to-end (E2E) automation.
- Advocated for and implemented improvements in UI accessibility, enriching the user experience and promoting platform inclusivity.
- Established Friday algorithm sessions, a voluntary collaborative brainstorming and studying initiative.

Django Stars - Software Engineer

Jul 2019 - Aug 2021 · 2 yrs 2 mos

Worked as a software engineer at Scoperty.de project, a start-up real estate marketplace.

- Designed Scoperty.de's Real Estate Map, an efficient, high-performing map application that could render thousands of markers seamlessly.
- Designed and implemented a flexible dashboard with customizable widgets, boosting user experience and engagement.
- Led the development of a user chat application, facilitating communication and improving user retention.
- Crafted an abstracted reusable map module that was leveraged across five different maps on the website, optimizing resource usage and promoting code reuse.
- Enhanced site performance and loading time by conducting thorough code base refactoring and issue investigation, resulting in page load times and a significant reduction in issue reports.
- Enhanced SEO and accessibility, increasing organic traffic and broadening user accessibility.

IT-Transit - Software Engineer

Apr 2016 - Jul 2019 · 3 yrs 4 mos

Worked on projects within the water, gas, and oil supply sectors, in most cases GIS systems.

- Developed a sophisticated map editing application, enabling functionalities such as layer-switching, polygon and line drawing, object manipulation, distance measuring, note-taking, exporting, and search capabilities.
- Developed a map tool, streamlining the editing of geographical object clusters, vastly improving users' work efficiency.
- Led the creation of comprehensive dashboards complete with data plots, advanced file management tools, and administrative modules.