

## Hello World!

My name is Alexander Triukhan. I am a frontend developer from Zaporizhzhya, Ukraine. I was first introduced to programming when I was 12 and had an opportunity to attend Pascal courses at school. That was the time when I became interested in coding and decided to tie my life with it! Today I am passionate with developing frontend applications in JS language using modern frontend frameworks and technologies.

## AREAS OF EXPERTISE

I had an opportunity to work with a lot of different technologies through my working career, but I highlight the latest technologies I work with (they are also the ones I'd like to keep growing in).

- **Typescript**
- **Front-end libraries:** React.
- **Store-management:** Redux, Redux-Saga, MobX.
- **Styling:** css-in-js, Material UI, modular css.
- **Unit-testing:** jest, react-testing-library.
- **Delivery:** webpack, docker.
- **Task-management:** Agile, Scrum methodologies. Jira software.

## Languages

- **Russian** - near native
  - **Ukrainian** - native speaker
  - **English** - independent user
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## JOB EXPERIENCE

**Wargaming.net**, *Software Engineer* November 2021 - Present

I am currently working as a Frontend/Gameplay developer on the World of Tanks, game played by ~**160** million people. As a part of dedicated **PVE**-specialised team I work on delivering the best and most-optimised UI/gameplay elements for beloved by players in-game events (like **Mirny-13**, **Halloween 2022** etc.) as well as contributing to technical stack of the company. One of major additions I made is an introduction of system, which provides ability to format dates into UX-approved localized formats (in more than 30 languages, including the trickiest ones like Chinese, Turkish, Korean etc.). And all this is available accross Python, C++, Scaleform and Gameface technologies!

### Stack of technologies and methods:

- Coherent Labs Gameface
- React
- Python

**S-PRO**, *Frontend Engineer* March 2019 - October 2021

**Notable Projects:**

**ZYNC**

Working outstaff for a Zymogen company which raised **\$500** million in IPO in 2021. I was working in a team of 4 people (PM, QA, two developers) on creating an internal web-based application for scientists.

**Application purposes:**

- Making complex boolean queries using graphical interface.
- Examining reactions, pathways, molecules.
- Saving lists of items of interest.
- Social features: tagging and adding comments.
- Integration with external systems for AI-based reaction prediction. (retrosynthesis)

**Stack of technologies and methods:**

- React, Redux-Saga, functional approach to React components, material ui, css-in-js.
- d3, 3dmol for data visualization, elastic-search, cypher query language for queries.
- unit-tests: Jest, react-testing-library, enzyme. e2e tests: puppeteer.
- JIRA, github.

**Challenges:** Working independently often with a very limited amount of documentation. Heavy optimization of a React application. Actively taking part in UI-UX solutions.

Communication daily with a local team. Once a week call with a USA-based team.

**SoapBox**

Startup project. Blockchain youtube analog. Working in a team of 15 people. Frontend team - 2 people.

**Stack of technologies and methods:**

- React, MobX, atomic design for components, modular css.

**Challenges:** Implemented a custom video player solution using MediaSource API. Directed the work of properly encoding videos to work with the solution.

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**Kozak Group**, *Fullstack JS developer*  
November 2018 - March 2019

## Notable Projects:

### Portail Enterpreuner (Betao Group)

Working as a part of fully-remote team of 12 people on a web-portal for business support company.

#### Stack of technologies and methods:

- Vue.js, Vuex, Angular.js, developing own set of components and libraries.
- Pug(Jade) in Angular templates.
- node.js and python (django) on the backend (worked on some small tasks)

**Challenges:** Gradual migration of a website from Angular.js to Vue.js.

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### DevIT, *Web Developer*

April 2018 - November 2018

Turnkey website development on WordPress. Hourly participating in React projects.

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### PrJSC Dniprospecstal, *Software Engineer*

December 2017 - March 2018

Working at *Dniprospectal* I created a system of three parts (web admin interface, back-end, desktop application) The system is in use to this day, and the purpose is for admins to create shortcut actions remotely for users.

#### Stack of technologies and methods:

- PHP on the backend, MySQL database,
- C++, QT for desktop application.

**Challenges** I had to work with rather outdated equipment, and the solution had to support Windows OS down to XP version. Along with working as a developer I also had a brief electrotechnical experience.

## ACADEMIC QUALIFICATIONS

**Zaporizhzhya State Engineering Academy, *Masters degree***

2016 - 2018

Software Engineering

**Zaporizhzhya State Engineering Academy, *Bachelors degree***

2013 - 2016

Software Engineering

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**School #40 specialised in studying English**

2002 - 2013

Graduated with honours (**Summa cum laude**)

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## **EXTRA SKILLS AND HOBBIES**

- Driving license: category B (10 years of driving experience)
  - **Ex-musician:** recorded an album, toured for 2 years. Currently playing in another band.
  - Photography: predominantly analog.
  - **Game development:** I struggled a lot through the years but haven't done much progress here, hehe  
I created nice react-phaser-mobx template and have a couple of ideas and assets set,  
so hopefully things will get going someday.
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## **Contact me**

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