

Ivan Cherepanov

Senior Software Engineer (Fullstack, JavaScript)

Profile

6+ years of experience

Delivered code for Browsers, Servers, Mobile, Desktops and Microcontrollers

End-to-end Software delivery

robots.txt

JavaScript, Dart, HTML, CSS, Pug, SCSS, GraphQL, TypeScript, PlantUML

Node.js, React, AngularJS, Flutter, Electron, NW.js, Polymer, Duktape, MongooseOS, Hyperapp

Tailwind, Material UI, Bootstrap, Angular Material

Webpack, Babel, Parcel, Snowpack, D3, Highcharts, Leaflet, Framer Motion

MongoDB, FaunaDB, PostgreSQL, AWS, Vercel, GCP, DigitalOcean, Heroku, Netlify, IBM Bluemix, CI/CD, IaC, Git, Docker, Pulumi, Scrum, Agile

Unordinary ventures

Two domain specific languages

Bridge for controlling application with voice, using api.ai

LISP Interpreter in Dart

AR application with THREE.js

Particle system for a game engine

Yes, I tried to write a UI framework once

Career so far

Thunderhead - Junior Frontend Engineer (Mar 2014 - Mar 2015)

Large CRM system. I've started with basic bugfixing to later become a "Code Champion" in multiple system areas, delivering new features autonomously.

ExtJS

ThunderheadUI

Ant

Apache Tomcat

Less

Thunderhead - Middle Frontend Engineer (Mar 2015 - Aug 2015)

After just over a year, I was given a "Middle" badge.

Node.js

D3

Digital Water - Middle Fullstack Engineer (Aug 2015 - Oct 2015)

Upon sunset of the previous project, I've joined another team to work on an IoT Asset Management System in a field of digital water management. We've started with a handed-off prototype and proceeded deploying it to cloud, finishing main user flows, adding new features and profiling its performance.

Node.js

Express

MySQL

Sequelize

Bootstrap

SCSS

IBM Bluemix

EVERYTHNG - Middle Fullstack Engineer (Oct 2015 - Oct 2016)

IoT Platform. As company was focused on building Web Of Things, extending traditional approach to IoT into the domain of traditional Web technologies, I've got a chance to work with a plethora of different components implementing features such as Image Recognition, Pub/Sub, Analytics, Rate Limiting, ABAC/RBAC and a lot more. We were responsible for full delivery cycle, end-to-end, from discussions on Product till the outages investigation.

Node.js

Express

Restify

MongoDB

Mongoose

AngularJS

Docker

AWS

Polymer

SCSS

Highcharts

D3

EVERYTHNG - Senior Fullstack Engineer (Oct 2016 - Aug 2017)

I've implemented a customization framework for our main Application, allowing to customize user accounts with fully custom or pre-built experiences particular to their respective solution. I was also taking a part in delivering an IoT Gateway for smart water heaters, bridging their custom binary protocol and RESTful Platform APIs.

Node.js

Dart

AWS

MongoDB

Micro

D3

AngularJS

api.ai

EVERYTHNG - Frontend Lead

(Aug 2017 - Sep 2019)

In addition to Product Delivery, I've also curated Frontend Chapter, being responsible for Tech Debt management, maintaining and updating our workflow conventions, bringing new initiatives to Archi-

What I can't measure...

21k

codepen views

130k

article views

4

tech talks

9

published articles

104 katas

completed on codewars

1.262%

percentile rank on codewars

38.14M

max daily invocations of my code

4.5

languages I can order a food with

2000 pcs

largest puzzle I've assembled

3.5 years

of curating typography community

Need more info?



6580 more words

on <https://av.codes>

Let's connect!



Ivan Cherepanov



@iamfrontender



@av



@everlier



@iamfrontender



@av.codes

lecture Council, helping to investigate Platform outages and conducting interviews for both Frontend and Backend positions.

Node.js

React

AWS

MongoDB

Highcharts

AR.js

THREE.js

EVERYTHNG - Traceability Engineer

(Sep 2019 - Mar 2020)

I've moved to a part-time position and helped maintaining and building Supply Chain Traceability solutions on top of a Platform. I was working on ETL Pipelines, data processing and visualization.

Node.js

React

AWS

Vercel

Pulumi

Gradle

Gradle

Groovy

Solo Game Dev

(Sep 2019 - Apr 2020)

For the time not being busy building Traceability Solutions and conforming to EPCIS and CBV specs, I worked on two mobile games, built with Flutter and Flame Engine. I've also released multiple articles on Medium exploring some of the amazing capabilities of the framework.

Flutter

Dart

Flame

Figma

Rive

Hive

Vercel

Solo Founder

(Apr 2020 - present)

After failing to deliver mobile games up to my expectations, I've started working full-time on a service, allowing you to subscribe to any value on the Internet - wutch.net

Node.js

React

Next.js

AWS

Pulumi

Puppeteer

Vercel

PostgreSQL

Hasura

Framer Motion

Figma

When I'm alone

Music

I'm playing guitar and learning piano

Video games

Can't skip any major title. TLOU2 was a blast.

Electronics

Casual programming for Arduino and ESP32

Some Side Projects

RedScript

JavaScript subset with all keywords being in Russian

ThngQuery

Queries for REST APIs in plain English

Tohu

Runtime tracer for Node.js

Ready to talk more?

av@av.codes

This place is usually taken by some barely readable text, so I've decided to not make an exception and also write something. If you're reading this - great! Stay frosty!

Ivan Cherepanov, 2020