Ivan Cherepanov

Senior Software Engineer (Full-Stack, JavaScript)

In short

An experienced Full-Stack Software Engineer with focus on JavaScript ecosystem. I'm capable of a full-cycle software delivery, deployment, scaling and making it maintainable for people to come. I've produced Web Apps, microservices, ETL tools, engineering and business tooling, physics-based visualizations, custom DSLs, Voice-controlled UIs, AR 3D apps and much more.

and shorter...

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

End-to-end delivery cycle, from whiteboard to AWS (or other cloud, or on-premise)

Hands on

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 things I've built

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 built new components for the system and delivered new features for existing components. Worked on a rich text editor for the Web and Directed Graph resource visualisations.

`ExtJS` `ThunderheadUI` `Ant` `Apache Tomcat` `Less`

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

Tens of features after, I've became a "Middle" man.

`Node.js` `D3`

Digital Water – Middle Full-Stack Engineer   (Aug 2015 – Oct 2015)

IoT Asset Management system. We've built and deployed it to cloud, implemented all main user flows, profiled application performance and tests coverage. I've refactored the SSR and DB connectivity layers for better performance.

`Node.js` `Express` `MySQL` `Sequelize` `Bootstrap` `SCSS` `IBM Bluemix`

EVRYTHNG – Middle Full-Stack Engineer   (Oct 2015 – Oct 2016)

IoT Platform. Due to the Platform being abstract, 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, context-based HTTP redirections and a lot more. We were responsible for full delivery cycle, end-to-end, from discussions on Product up to fixing the infrastructure after outages (and everything in between)

`Node.js` `Express` `Restify` `MongoDB` `Mongoose` `AngularJS` `Docker` `AWS`
`Polymer` `SCSS` `Highcharts` `D3`

EVRYTHNG – Senior Full-Stack 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`

EVRYTHNG - 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 Architecture Council, helping to investigate Plarform outages and conducting interviews for both Frontend and Backend positions.

`Node.js` `React` `AWS` `MongoDB` `Highcharts` `AR.js` `THREE.js`

EVRYTHNG - Traceability Engineer   (Sep 2019 – Mar 2020)

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

`Node.js` `React` `AWS` `Vercel` `Pulumi` `Gradle` `Gradle` `Groovy`

Self-employed – Game Developer   (Sep 2019 – Apr 2020)

As I was ready to move on an adventure of my own, 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`

Self-employed – Solo Founder   (Apr 2020 - present)

After experiencing all the cruelty of mobile game industry, I've started working full-time on a service, allowing anyone to subscribe to any value on the Internet - wutch.net. I've built infrastructure, frontend, multiple backend services and everything in between on my own.

`Node.js` `React` `Next.js` `AWS` `Pulumi` `Puppeteer` `Vercel` `PostgreSQL`
`Hasura` `Framer Motion` `Figma`

Some Side Projects

RedScript
JavaScript subset with all keywords being in Russian
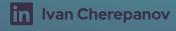
ThngQuery
Queries for REST APIs in plain English

Tohu
Runtime tracer for Node.js

Ready to talk more?
av@av.codes