Anton Ayvarov - Frontend | Fullstack Developer

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LinkedIn: linkedin.com/in/ayvaroff
GitHub: github.com/ayvaroff

Skills: TypeScript | JavaScript | React | Node.js | Python | Next.js | MongoDB | PostgreSQL | Docker | Docker Compose | CI/CD | AWS S3 | RESTful APIs | Git
Languages: English | Russian | Portuguese

About Me

I'm a frontend developer with over 6 years of experience and a good grasp of backend work. My background covers web, cross-platform mobile, and fullstack projects - mostly with TypeScript, React, and Node.js. I've built everything from complex web apps to internal tools, and I'm comfortable working with CI/CD, Docker, and AWS S3. If needed, I can take a feature from idea to production, including backend and database work.

I'm not afraid to step out of my comfort zone and learn new things, enjoy solving complex problems, and always aim to deliver work I'm proud of.

Experience

Evolution - Frontend | Fullstack Developer

Jan 2020 – Present

- Built and maintained web apps and internal tools with TypeScript, React, and Node.js.
- Migrated CI/CD pipelines between Jenkins and GitLab CI, making deployments smoother.
- Managed and extended Storybook with custom addons that teams use as tools in their daily work.
- Improved compliance and core game components, always focusing on code quality.
- Co-designed and launched a robust system for iOS bundle deployment and delivery, supporting faster and safer releases.
- Actively contributed to team growth by conducting technical interviews and mentoring junior developers in the Evolution TypeScript Bootcamp.

Stack: TypeScript | React | Node.js | PostgreSQL | Python | Docker | GitLab CI | AWS S3 | Jenkins | Storybook

Movika - interactive video constructor in VK - Frontend Developer

Aug 2021 - Sep 2023

- Designed and implemented features for a custom interactive video constructor using TypeScript, React, and D3.js.
- Made architectural changes that helped the app scale and made it easier to maintain.
- Refactored the Redux store to improve state management and speed up adding new features.
- Set up TypeScript and linters to keep the codebase clean and reliable.
- Introduced Storybook to make component development and testing smoother for the team.
- Wrote and maintained unit tests with Jest to ensure code reliability.

Stack: TypeScript | React | Redux | D3.js | Jest | Architectural Design | Storybook

Freelance - Frontend | Fullstack Developer

May 2015 - Aug 2021

- Developed various web and cross-platform mobile applications using React, Redux, Node.js, and Next.js.
- Built cross-platform mobile application using Cordova and Ionic Framework and published it on the App Store/Google Play.
- Created iOS application prototypes using Swift.

Stack: TypeScript | JavaScript | React | Node.js | Next.js | Cordova | Ionic Framework | Angular | Swift

Serenity - Frontend Developer

May 2018 - Nov 2019

- Developed and optimized features for a real estate platform (properstar.com) using React and Redux.
- Analyzed and refactored the React application for performance improvements.
- Collaborated with the team to deliver new features and maintain high code quality.

Stack: JavaScript | React | Redux | Jest

MRSPro.ru - Frontend Developer

May 2017 - May 2018

- Developed new features using JavaScript and React for a cross-platform application, "ConstructionControl" (StroyControl).
- Developed new user interfaces using HTML5, CSS3, Material-UI.
- Improved the in-app 2D engine based on the Canvas API.
- Organized frontend meet-ups to share best practices.

Stack: JavaScript | React | Canvas API | HTML5 | CSS3 | Material-UI

Elephant Games - Software | Game Developer

Nov 2015 - Mar 2017

- Developed and supported internal tools using C#/.NET, PHP, and JavaScript.
- Built admin panels for game event and player data management.
- Developed game features for "Midnight Castle" using Lua.

Stack: Lua | C#/.NET | PHP | JavaScript

Bencom LLC - Junior iOS Developer

Sep 2014 - May 2015

- Participated in iOS app development using Objective-C and Swift.
- Supported and improved the "Relax UP" mobile app.
- Prototyped a game with SpriteKit and Swift.
- Gained experience in mobile UI and app deployment.

Stack: Objective-C | Swift | iOS

Education

Mari State Technical University (MarSTU)

Specialist, Computer and Information Systems Security/Information Assurance
2012 - 2016

Studied cryptography and security, network security, information security management, risk analysis, and computer programming.

RUDN University: Peoples' Friendship University of Russia

Mathematics
2008 - 2012

Studied mathematical analysis, linear algebra, differential equations, probability theory, mathematical statistics, and numerical methods.