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Sergei Basharov

Senior JavaScript/TypeScript & React Developer • FullStack developer • iOS Developer

- Consulted and worked for more than 20 companies as an independent contractor
- Managed local and outsource developers and designers with up to 10 members in a team
- Started own web development company with 5 local and 6 remote members
- Have instructed developers and designers on how to improve quality of code, structure and communicaiton in teams to create better final products
- Assisted 3 companies to raise investments by managing developers and designers which led to creating well-shaped products attractive to investors
- Have a project that was shown to public on a TEDx event in Vienna, Austria
- Have worked on a project which was backed on Kickstarter
- Understand JavaScript best design and programming practices both in context of frontend and backend development
- Clear understanding of how to balance content and form for better user communication
- Focus on understanding the lifecycle of the product, timely user testing and strategic analysis, not just the code
- Understand best app marketing practices and perform competitive analysis
- Created MVPs to test ideas for cliens in less than 30 days
- Learning disciplines that are out of direct scope of web development, such as Computer Vision, Aritificial Intelligence, Computer Science, Haskell, Erlang, Chinese, hardware electronics which allows to better understand the core principles of how things work

Languages & Tools

- Modern JavaScript, TypeScript, Browserify, CommonJS, transpilers/compilers
- Software architecture
- NodeJS
- Python
- Golang
- Swift
- Functional Programming
- Object-Oriented Programming
- Software Design Patterns
- ReactJS, Redux, Flux
- AngularJS
- In-Depth automated software code and UI testing
- Canvas programming and animation
- GIS systems, Mapbox, Leaflet
- Reactive Programming
- Advanced charting with D3.js and SVG
- CSS3, HTML5, preprocessors and templating engines
- Github, Bitbucket, git, Mercurial
- Masterful with Adobe Photoshop, InDesign, Illustrator
- Docker, deployment process optimization
- Communication between server and client, web services, microservices
- Project structuring, modularization
- Webpack, Gulp, Grunt
- AWS
- Offline-first, Mobile-first approach
- 3rd-party API integration
- WebRTC
- Deep auditing and refactoring, code quality
- Highload systems

Experience

Spotware
(2015 — 2017)

https://spotware.com/

Senior frontend architect and team lead for the web version of the forex/stocks trading platform

Audited legacy codebase and managed its migration from JavaScript to TypeScript and modern approaches.
Led refactoring and modularizing 300+ components of the system.
Profiled and optimized low-performant pieces of code for high-load demand.
Managed communication between frontend team, managers and designers.
Introduced new techniques that allowed adding new features and catching bugs more easily.
Documented architecture and set the team work rules to follow it.
Introduced TDD & BDD.

BrightFunnel
(2014 — 2015)

http://brightfunnel.com/

Senior frontend developer and UI specialist

Designed and implemented visualisations and graphs, user interfaces for the core BrightFunnel analytic platform.
Tested software from end to end, including Unit, Acceptance, Functional, Fuzz and Usability testing.
Restructured and refactored the app to conform to the latest requirements.
Wrote documentation and requirements.
Connected the frontend to the backend via API endpoints.
Did performance testing.
Added new features requested by client.

WorldBank
(2013 — 2014)

https://www.worldbank.org/

Senior frontend developer

Created a site for the one of WB projects, which can be seen on http://population.io/.
Designed and implemented graphs and interactive visualisations.
Connected the interface to the API endpoints from the backend of WB datasource.
The project was shown on a TEDx event in Vienna in November, 2014.

Hearst Shkulev Media, Moscow, Russian Federation
(2010 — 2013)

http://www.hearst-shkulev-media.ru/

Senior software engineer, Team lead

Led creation of a platform to import, process and publish TV listings. The application is now used by more than 40 members of a creative team working on 5 weekly TV guides containing 150 channels in total. It allows editors to edit and prepare TV listings content, movies announcements, search specific programmes, filter, format, change time zones, change the order and degree of details to be published on printed media and online. As a result, the speed of creating TV guides increased by 70%, less error-prone and highly automated.

MediaCentre, Vologda, Russian Federation
(2006 — 2010)

http://www.35media.ru/

Senior software engineer, Team lead

Developed and managed creation of a web-based platform which alllowed journalists, editors, photographers, designers, advertising managers and other creative and business people (more than 40 in total) to work in teams on content, choose photos, edit articles, lay out pages for 2 daily, 5 weekly newspapers and 3 monthly full-color magazines.
Automated and improved workflows of the creative teams in the company which resulted in quicker and stream-lined production of printed and online published media company produced.
Led a team of 10 engineers and designers while working on the project.
Connected together web technologies, Adobe InDesign Server, Microsoft Office, automated online publishing functionality and printing newspapers and magazines issues in the in-house print office.