

Hello

I'm Aliaksandr Charnashei, **Full-Stack Software Engineer**

📍 Tallinn, Estonia

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Summary

Passionate software engineer with 8+ years background in software development. Mostly focused on Frontend. Participating in the complete product development lifecycle of successfully launched applications. Always aiming for perfection!

Skills

Javascript, TypeScript, React JS, Redux, React Native, NodeJS, RxJS, HTML, CSS, SASS/LESS, WebRTC, E2E tests

Experience

MAY 2023 - PRESENT

Bolt, Estonia - *Software engineer*

Responsibilities:

- Spearheaded the development of a mobile application for the restaurants utilizing React Native, RxJS, Redux, Code Push, and Node JS technologies
- Took ownership and led the implementation of pivotal features, including scheduled order functionality, modal notification systems, and a comprehensive UI redesign
- Managed the publication and announcement of new releases, while diligently assessing their impact on user engagement and satisfaction
- Designed and built specialized applications tailored for unique devices equipped with embedded scanners and paper printers, addressing specific operational needs
- Acted as the chief architect behind innovative solutions, leveraging a deep understanding of software design principles to drive efficiency and effectiveness

Accomplishments:

- Successfully introduced the scheduled orders feature within the provider mobile app, contributing to a substantial 1-5% increase in total order volume
- Engineered server-triggered notification system aimed at enhancing user engagement and rectifying behavior patterns, resulting in improved app usability
- Orchestrated a comprehensive redesign of the order history page, optimizing user experience and streamlining information accessibility
- Overhauled the ETA (Estimated Time of Arrival) system to synchronize courier and kitchen worker timelines, resulting in a significant enhancement of overall system performance and reliability

MAY 2021 - MAY 2023

Microsoft (Skype) , Estonia- Software engineer

Responsibilities:

- Working with audio codecs to increase sound quality and reduce bandwidth
- Developing common calling library used by web and desktop applications
- Creating experiments and launching them in limited environment
- Updating internal e2e-test framework and creating tests for calls using it
- Investigating and fixing bugs reported by customers

Accomplishments:

- Strategically expanded the non-functional testing scope by incorporating the Mac platform (Safari) as a pivotal target, enhancing overall testing coverage.
- Introduced and meticulously maintain end-to-end (e2e) tests to ensure the ongoing functionality and performance of a cutting-edge video-quality feature.
- Pioneered the integration of HDMI-in functionality within the web-based Teams platform, contributing to its versatility and user experience.
- Played an integral role in the successful implementation of support for extra-large meetings, facilitating seamless collaboration for more than 1000 users.

SEPTEMBER 2015 - MARCH 2021

iTechArt-Group - Software engineer

Responsibilities:

- Proficiently conceived and developed cross-platform mobile applications from inception, demonstrating end-to-end expertise
- Expertly crafted native modules in Java and Objective C, enhancing application functionality and performance
- Implemented seamless social-network authentication, integrating popular platforms like Google and Facebook for user convenience
- Diligently conducted project investigations and estimations, ensuring accurate planning and resource allocation
- Orchestrated comprehensive application designs, encompassing UI and UX considerations, and integrated essential functionalities such as deep linking, gallery features, push notifications, analytics, and robust bug tracking utilities
- Maintained effective communication channels with clients, ensuring alignment with project objectives and customer satisfaction
- Conducted thorough code reviews, fostering code quality and best practices within the development team
- Proactively addressed and resolved issues through meticulous bug fixing, ensuring optimal application performance and user experience

Accomplishments:

- Developed cross-platform video-conferencing project, leveraging React Native and WebRTC, and contributed custom native modules in Objective C and Java to enhance

collaboration tools

- Championed the development and leadership of a team for an online real-time trivia game project, utilizing websockets and cryptocurrency APIs to create an engaging and dynamic gaming experience.
- Implemented a web platform designed for investment strategies, incorporating seamless integration with banking systems to optimize financial decision-making
- Played a pivotal role in the development of a healthcare mobile application, enabling users to monitor medication regimens, track health status, and seamlessly integrate with Apple and Google health ecosystems
- Collaborated with a prominent US logistics company to implement a sophisticated system for car damage tracking through photo analysis, ensuring comprehensive and efficient monitoring of vehicle conditions.

Education

SEPTEMBER 2012 - JUNE 2017

Belarusian State University of Informatics and Radioelectronics - *Engineer*

Complete higher education on Faculty of Engineering and Economics (Information Technologies in Economic)

Specialization: Information Technologies Engineer