Anton Muraviev

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Profile

I love the challenge of delivering a complex web system on time and on budget. Web design and development is not just a job for me. It's a favourite hobby and an object of passion that I happen to be paid for. I'm an advocate for open web, accessible to all people, irrespective of the browser they use, how skilful they are with computers, or any disability they may have. I bring this ethos to every project, helping clients reach their audience, be heard and understood.

Experience

Lead web developer and interaction designer, Colour & Thing, 2013—2015
Working at Colour & Thing not only enabled me to reach a great variety of clients, but also helped me develop leadership skills, understand marketing and branding aspects of design, and further improve my skills as an interaction designer.

Web developer and interaction designer, Hex Collective, 2010—2013
Having worked with Hex Collective on several projects before, I was offered a permanent position as a developer and interaction designer. While there I designed and developed websites and apps for traditional companies (BSM, TrakCel, Linux IT) as well startups (GroupOut, a party sharing website; Comono, an event management app).

Web developer, Self-employed, 2005—2010
Having built a few of websites for fun, I began my career as a remote contractor: I was lead front-end developer on projects for forward thinking design brands such as YouHeShe and Normann Copenhagen; I cut my teeth at back-end development working with several startups, the most successful being VoucherCloud, where I was responsible for API design, and implementation of data management and analytics tools.

Education

Specialist in Economics, Altai State Technical University, 2000—2005

Frontent skills

Vanilla *HTML*, *CSS*, *ECMAScript*; frameworks and libraries such as *LESS*, *SASS*, *jQuery*, *Backbone.js*, *React*, *Vue.js*, etc.

Backend skills

Vanilla *PHP* and *MySQL*; frameworks and CMS such as *CodeIgniter*, *CakePHP*, *Laravel*, *Wordpress*, *MODx*, etc.

Design skills

User stories, wireframe prototyping, typography, accessibility, responsive design, UI design, user testing.

Interests

In my spare time I can often be found working on open-source projects, playing games, making music and music videos, dancing, or enjoying long walks around the city.