

Kiril Kulikov

Front End Developer

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Summary

- 3+ years of programming experience, starting with game development in Unity/C# and evolving into full-stack web development
- Strong foundation in software development fundamentals through self-study and formal education
- Proven track record of learning and adapting to new technologies, transitioning from desktop (WinForms, JavaFX) to modern web frameworks
- Demonstrated ability to work with diverse tech stacks (Frontend: React, TypeScript, Redux, Backend: Java, C#, SQL (MySQL, PostgreSQL), Game Dev: Unity, libGDX)
- Consistently delivered high-quality solutions while maintaining a focus on clean architecture and best practices

Technical Skills

Primary Skills (Commercial Experience):

- **Frontend:** React, TypeScript, Redux, JavaScript
- **State Management:** Redux (middleware patterns, async actions)
- **Build Tools:** Webpack (advanced configuration)
- **Version Control:** Git
- **Architecture:** Event-driven systems, Bridge pattern

Additional Skills (Academic/Personal Projects):

- **Backend:** Node.js, Fastify, Express
- **Databases:** MongoDB, PostgreSQL
- **Architecture:** Event-driven architecture for real-time chat system: bridge pattern for service integration and decoupling, layered architecture (UI, business logic, data layers), monolithic application with modular design
- **UI:** Material UI

Work Experience

Provide Support

Front End Developer

March 2022 – Present

TypeScript Migration & Architecture:

- Migrated 90% of JavaScript codebase (200+ files) to a statically typed system, reducing production bugs by 30% and improving code maintainability
- Authored internal documentation and migration guides, reducing new developer onboarding time by 40%
- Configured Webpack with for efficient type checking and compilation, improving build time by 20%
- Developed custom type definitions for legacy systems and external libraries, increasing type coverage to 100%
- Built reusable components and applied the bridge pattern for scalable event handling, cutting development time for new features by 25%
- Collaborated in a multi-developer environment using Git, resolving 100+ merge conflicts and ensuring zero rollbacks in releases

Application Development:

- Enhanced application reliability through TypeScript's static analysis and type inference
- Architected state management system using Redux with custom middleware for handling chat events
- Developed bridge pattern implementation for seamless communication between chat components
- Improved application stability and performance with TypeScript's type checking and robust error handling
- Created reusable components for handling user events and system messages
- Maintained backward compatibility while modernizing legacy code

Education

Natural and Humanitarian Vocational College
of Uzhhorod National University

Bachelor's in Software Engineering

Uzhhorod, Ukraine