Deinichenko Ivan

Senior Frontend Developer (JS/TS/Vue/Nuxt)

Contact Information

- **Location**: Belgrade, Serbia
- **Phone**: +381638096675
- **Email**: deathklaat89@gmail.com
- **Telegram**: @frostklaat

Professional Summary

Experienced and passionate Frontend Developer with 12+ years of expertise in building high-quality Single Page Applications (SPAs), web and mobile games. Adept in JavaScript, TypeScript, Vue/Nuxt, and API integrations. Proven ability in problem solving, performance optimization, debugging, and refactoring legacy systems. Effective team leader with a strong technical background, consistently delivering exceptional results in both individual and collaborative environments.

Experienced with browser APIs, social media APIs, Google APIs (e.g. Firebase), REST, web sockets, SEO.

Worked with backend, including PHP, MySQL, Memcached, Redis, Yii, Yii2, CodeIgniter, Laravel.
Also worked on some Unity 3D projects as a C# developer.

Core Skills

- **Frontend Development**: Vue/Nuxt, JavaScript (ES5-ES6+), TypeScript, HTML5, CSS3, Tailwind CSS
- **API Integration**: Social APIs (Facebook, VK), Firebase, REST, Web Sockets
- **Game Development**: Unity3D (C#), Phaser
- **Frameworks & Tools**: Vuex, Pinia, Vuetify, Docker, Git, Webpack, Figma
- **Backend Knowledge**: PHP, MySQL, Redis, Laravel, Yii/Yii2
- **SEO & Optimization**: Structured data generation, A/B testing
- **Team Leadership**: Task planning, daily stand-ups, code reviews, Jira management

Key Achievements

- Migrated large-scale projects from Drupal to modern Vue JS ecosystems
- Built a structured data markup system to enhance SEO performance
- Led migration of applications from Nuxt 2 to Nuxt 3, enabling improved scalability
- Developed and launched multiple mobile games, integrating billing, notifications, and social plugins
- Delivered 100% KPIs while handling multiple projects single-handedly during human resource optimizations
- Updated project structures and did everything necessary to migrate projects to Git. Added Git usage to the workflow. Trained the team to use Git
- Together with the devops team, we organized a system for creating an environment for new projects and a system for deploying updates to production.
- Participated in a project to port slots from flash to HTML5 for a large company on the market as an outsource developer.
- Spearheaded the integration of Tailwind CSS, improving design consistency and reducing development time.
- Designed and executed A/B tests to optimize user engagement and conversion rates.

Education

- Petrozavodsk State University, Math Faculty (2006-2012)
  Specialization: Information Systems and Technologies (Specialist)

Languages

- English: B2
- Russian: Native
- Serbian: A1

Work experience

MaxQuest (Remote, Belgrade, Serbia), Aug 2024 - Present

Position: Senior Frontend Developer (VueJS)

Responsibilities: Development of the current gaming platform code. Bug fixing, refactoring and improving legacy code, creating new components and pages. SEO optimization, integration of third-party libraries

Technologies: Vue, JavaScript, HTML, CSS, Figma, 3rd-party libraries, Bitbucket, JIRA, Datadog

Acronis (Belgrade, Serbia), Nov 2022 - Oct 2024

Position: Senior Frontend Developer

Responsibilities:
Development of the acronis.com frontend part. Tasks estimation, code review, support for old functions, implementation of new functionality, search engine optimization.

Technologies: Vue, Nuxt, TypeScript, HTML, CSS, Figma, SEO, 3rd-party integrations, Git

Notable points:
- Migrated several site's big sections from drupal to current Vue JS ecosystem
- Developed a system for generating and customizing site's structured data markup (Search Engine Optimization)
- Top 1 tech debt and todos resolver of the team

Noveo (St. Petersburg, Russia), Feb 2022 - Nov 2022

Position: Senior VueJS Developer

Responsibilities:
Development of frontend side of outsource/outstaff applications, Projects estimation, Code Review.

Technologies: Vue, Nuxt + CompositionAPI, JavaScript, TypeScript, HTML, CSS, Tailwind CSS, Figma, 3rd-party integrations.

Achievements:
- Fixed a lot of bugs
- Made some refactoring and technical improvements for existing components
- Migrated the project from Nuxt v2 to Nuxt Bridge with Composition API, which has improved development and made it possible to further migration to Vue 3
- Migrated components to tailwind css

Notable project: Carlili car rent service
- Full support and development of the front-end of the site and admin panel
- Migrated the project from Nuxt 2 to Nuxt 3
- Migrated styles from Sass to Tailwind CSS
- Integrated JWT auth
- SEO integration
- AB tests integration

Fotostrana.ru (St. Petersburg, Russia), Sep 2019 - Feb 2022

Position: Frontend / Full Stack / Unity Developer

Responsibilities:
As Full Stack:
Development of text novels for Play Market based on HTML5, VueJS and WebView. Development of project`s administration SPA based on VueJS.

Development of visual novels for Play Market and App Store based on Unity3D Engine. Integration of billing, notifications, metrics, social plugins etc. Development of project`s administration SPA based on VueJS.

As Unity Developer:
Development of mobile games for Play Market and App Store in hyper-casual genre. Core functionality of games, integration of billing, localization, notifications, ads providers, socials etc.

Technologies: JavaScript ES6+, Vue, Vuex, Vuetify, Vue Router, Vue i18n, Vue Draggable, Vue SVG Icons, HTML5, CSS3, Git, Firebase, Webpack, docker, Laravel, CodeIgniter, MySQL, Redis, Unity3d, C#, REST API, OOP, SOLID, Figma, XCode, JarResolver.

Notable points:
- Gained a lot of experience in mobile development using Unity for Android and iOS

- Designed, built from scratch and released several games with mechanics that were completely new to me
- I took a raw hackathon project and rebuilt it from scratch into a working project with bunch of new features, which was later published on the PlayMarket

Fotostrana.ru (St. Petersburg, Russia), Oct 2017 - Sep 2019

Position: Frontend / Full Stack Developer

Responsibilities:
Development of new functionality for farm-like games on social platforms. Supports and updates actual functionality, communicates with the community, reruns regular activities, creates the new ones.
Development and support of HTML 5 canvas games. Match 3, some clickers, arcades, mahjong, puzzles etc. Additionally refactoring and optimization of the platform`s legacy.

Technologies:
Git, Javascript ES6+, HTML5, Canvas, Spine 2D, CSS3, SASS, Gulp, WebSockets, Lodash, Social API, REST API, Photoshop. Partially PHP, Yii 2, MySQL.

Notable points:
- 100% KPIs achieved
- After optimization of the staff, I successfully supported and updated all projects of the gaming department being the only dev in the team
- Improved and systematized the process of creating art for updates with the design team
- Figured it out on my own and took over the backend of the project
- Completely led the main project, taking into account the development of new content and functionality, generation of ideas and concepts, calculation of economics, creation of quests, writing narratives, etc.
- Independently launched several seasonal activities, which allowed the main project to stay within the set KPIs longer.
- Created several games that were completely new to my experience
- As part of the technical hours, I gained experience working with web workers, PWA and creating libs and NPM packages
- Re-assembled several games from scratch in the shortest possible time

ACT 222 (Petrozavodsk, Russia), Oct 2012 - Oct 2017

Position: Full Stack Developer

Responsibilities:
As a developer:
Development of HTML games. Markup, frontend logic, backend logic, database design.
Partially worked as a team lead:
Organized and run meet-ups / stand-ups, communication between product owners and development team, Jira tracking, sprints planning, tasks and project estimates. Consulting, research of new ideas and technologies, takes part in product brainstorms.

Technologies: JavaScript, Canvas, Phaser, jQuery, HTML5, CSS3, Git, PHP5, Yii, MySQL, Photoshop, WebSockets/Long Polling, Social networks APIs, Unity 3D (partially, last year).

Notable points:
- Updated project structures and did everything necessary to transfer projects to Git. Added use of Git to workflow. Taught the team how to use Git
- Together with devops, we organized a system for creating an environment for new projects and a system for deploying updates to production
- Took on technical leadership of the team, integrated Scrum and Agile
- Reached all the KPIs
- Created a bunch of small games from scratch
- Took part in a project to convert slots from flash to HTML5 for a large company from the market as an outsource developer.