

# Dmitrii Shatokhin

Software Engineer | Front End Engineer

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Software engineer with 10+ years of experience, combining technical expertise with creativity and collaboration. Founder of [Persevie](#) and active contributor to open-source projects. Focused on curiosity, empathy, and continuous improvement. Interests: AI, blockchain, science, music, geek culture, and family.

## Work Experience

### Front End Architect

Jan 2022 - Present

[Support Partners](#) | Remote

Led the team in planning, mentoring, and development, overseeing both the revitalization of legacy projects and the creation of new products from scratch. Spearheaded the development of the company's flagship product, which played a pivotal role in shaping a new business model for the company.

- Contributed key features for [Microsoft](#), [Adobe](#), [Disney](#), [MWG](#), and [BBC](#), driving business success.
- Led front-end re-engineering, boosting performance by 9.5x and reducing memory consumption by 4x.
- Standardized development processes, introduced best practices and code quality controls, and improved the overall code culture.
- Developed a modular, scalable uploader for large digital assets, integrating advanced security features and real-time feedback.
- Developed innovative Support Partners products for NAB Show, generating significant interest from major media organizations.

### Lead Frontend Engineer

Jan 2021 - Jan 2022

[Graph](#) | Remote

- Created a POC Uploader for BBC, which led to a contract between Support Partners and BBC, and my transition to Support Partners along with my team.
- Developed products for the London government to support their digital initiatives.

### Senior Frontend Engineer (contract)

Aug 2020 - Dec 2020

[actiTIME](#) | Remote

- Improved user productivity through enhanced Project Tracking and Team Management features.
- Ensured the reliability of new features with rigorous testing and optimization.

### Teacher of the course "Python Developer"

Nov 2017 - Dec 2020

[GeekBrains](#) | Remote

Educated 200+ students in Python, emphasizing critical thinking, adaptability, and hands-on application of coding skills to solve real-world challenges.

- Educated over 200 students with an average course rating of 4.8.
- Contributed to a 70% job placement rate among graduates.

### Software Engineer

Jul 2019 - Aug 2020

Freelance | Self-Employed | Remote

Delivered frontend solutions in med-tech and e-commerce, optimizing performance, UX, and scalability for short-term contracts.

## Projects

[Statemanjs](#)

Lightweight (3.1 KB), high-performance, framework-agnostic state management library for JavaScript and Node.js, designed to enhance scalability, flexibility, and efficiency in complex applications.

- Outperforms Redux and MobX, especially with large datasets.
- Used in projects for Microsoft, Adobe, Disney, and BBC.
- Organically grown to 70,000+ downloads per month without any formal promotion.
- Works with any JavaScript or TypeScript application.
- Unique Controlled State Management.

## [EBEXJS](#)

EBEXJS (Event Bus Executor) is a lightweight (1.4 KB), high-performance event bus for managing event-driven architecture in JavaScript and TypeScript applications.

- Priority-Based Event Queue.
- Supports middleware, concurrent and sequential processing, and async/await functionality.

## [Grimoire CSS](#)

A high-performance styling framework inspired by magical spells, designed for web and application development.

- Spell System: Allows defining compound classes with properties, media queries, and effects in one syntax.
- No CSS Limits: Fully supports CSS, including animations, complex selectors, and SCSS-like mixins.
- Performance Optimized: Built in Rust for fast parsing, parallel processing, and efficient production builds.
- Cross-Language Usability: Spells can be used in JavaScript or any text-based file via macro-like structures.

## Volunteer Experience

### Founder | Teacher

Jan 2017 - May 2017

RoboCoders

Founder and leader of RoboCoders, a free coding club for children (8-12yo), where I taught programming with Scratch. Fostered a collaborative learning environment, encouraged creativity, and developed personalized teaching approaches to motivate and guide students through problem-solving and coding fundamentals.

## Core Skills

JavaScript/TypeScript, React/Svelte/Solidjs/Next.js, HTML/CSS/SASS/Tailwind CSS, UI/UX/Responsive Design, SSR/SSG, Webpack/Vite/Rollup/Make, Performance, Testing, Redux/MobX, Material UI/Fluent UI, Node.js, REST APIs/GraphQL, Architecture/SOLID/OOP/FP, WebAssembly, CI/CD, Docker, AWS, Python, Rust, SQL/NoSQL, Dart/Flutter, Front End, Back End

## Education

### Bachelor of Architecture

Sep 2012 - Jul 2016

[Magnitogorsk State Technical University named after G.I. Nosov \(MSTU\)](#)

## Awards

### Senior Member

Jul 2024

[IEEE](#)

Only 10% of IEEE's more than 450,000 members hold this grade.