

Nikita Chernov

Frontend engineer

Tbilisi, Georgia

Telegram: [@drimchansky](#)

LinkedIn: [@drimchansky](#)

GitHub: [@drimchansky](#)

E-mail: drimchansky@gmail.com

Summary

Frontend engineer with experience in HTML, CSS, JavaScript, Web APIs, TypeScript, React, Vue, PIXI.js Node.js, MongoDB and frontend tools. Always strive to learn new skills: for the sake of personal interest or for a new work project.

I am a team player who could efficiently communicate inside a team, across company departments or with clients.

Passionate about diving deep into complex projects and making them better, crafting accessible user-friendly interfaces, performance optimizations and delivering high-quality products.

I have 5 years 4 months of working experience including 3 years 7 months in commercial software development.

Experience

TrueLab Game Studios

Frontend Developer Dec 2020 - Present (3 years 7 months)

Responsibilities and achievements:

- Developing a UI module: React, Redux-toolkit, Tailwind CSS;
- Developing internal tools which are streamlined processes and enhanced efficiency either development team and other company departments;
- Writing unit and integration tests. Implemented unit tests for the most critical part across all projects;
- Writing technical documentation (guides, processes, project plans, reports, incident postmortems, style guides etc.);

- Collaborating with internal services, QA, clients, certification services and art team members to build the best product;
- Developed browser games. Frontend: TypeScript, PixiJS. Backend: NodeJS, MongoDB;
- Accompanied 11 projects at all development stages. Was responsible for technical implementation and sticking to deadlines. All projects were successfully implemented on time;
- Assisted with onboarding of 7 new developers;
- Integrated games with gaming platforms;
- Implemented modern graphic formats that reduced average project size up to 40%;

Technologies: TypeScript, Pixi.js, React.ts, Redux-Toolkit, Tailwind, Node.js MongoDB

LocoTech Service

Service Engineer Jan 2020 - Nov 2020 (10 months)

Responsibilities and achievements:

- Collected and analysed key depot indicators, which affects whole depot revenue;
- Validated of collected data from internal and external sources;
- Negotiated with Russian Railways representatives about correctness of collected data;
- Negotiated with Service Engineers country-wide about correctness of collected data;
- Interpreted of collected data to depot management;
- Optimized interdepartmental communication processes;
- Automated significant part of Service Engineer duties, reducing the time for everyday operations from 6 to 2 hours;

LocoTech Service

Technician Mar 2019 - Dec 2019 (9 months)

Responsibilities and achievements:

- Integrated automatic control system (ACS) in the train depot. After 5 month integration was successfully completed;

- Trained foremen of all depot workshops to use the ACS. At the end of integration all foremen were able to operate the ASC;
- Onboarded and supervised of 5 technicians. Despite diverse previous working background all technicians were successfully onboarded;
- Solved problems with ASC operating, communicated with the developers team. During integration process were solved many small and several critical issues, that were blocking the workflow of the entire depot;

Additional information

Languages: English – Intermediate, Russian – Native

Skills and Tools: HTML, CSS, Tailwind, JavaScript, TypeScript, ReactJS, NextJS, Redux, VueJS, Pinia, NodeJS, npm, Express, MongoDB, Figma, Webpack, Vite, Parcel, Canvas, NoSQL, Jest, Postman, git