

ARTEM MURZO

Software Engineer

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Reston, VA

PROFESSIONAL SUMMARY

Software Engineer specializing in building and modernizing scalable web and mobile applications, primarily in React and React Native. Strong focus on frontend architecture, performance optimization, and enterprise-grade UI systems. Proven track record of reducing technical debt, improving application performance, and delivering workflow improvements for large-scale products. Experienced in using AI-assisted development tools to accelerate refactoring, debugging, and feature delivery, applying generative and agentic patterns in real-world engineering workflows.

TECHNICAL SKILLS

Front-End Technologies: HTML5, CSS3, SCSS, JavaScript (ES6+), TypeScript, Tailwind CSS, NativeWind, jQuery, Dojo.js, JSONForms, PWA (Progressive Web Apps)

Front-End Frameworks & Libraries: React.js, Next.js, React Native, Expo

State management: React Context API, Recoil, Zustand, Jotai

Component Libraries & Data Visualization: Material UI, D3.js, Recharts, Chart.js, Google Maps API, OpenStreetMap API, Leaflet

Back-End & Databases: Node.js, Express.js, MongoDB, Appwrite, Firebase, Apollo Server, GraphQL, RESTful APIs (consumption & integration)

Design & Prototyping: Figma (UI mockups, component design, handoff with designers)

DevOps, CI/CD & Hosting: Git (GitHub/Gitea), TFS, CI/CD workflows, Vercel

Architecture & Patterns: Modular Architecture, Reusable Components, Responsive Design, Accessibility (a11y), Lazy Loading, AI-assisted workflows (generative vs. agentic patterns)

Development Tools: Visual Studio Code, Cursor, GitHub Copilot, ChatGPT, Claude, Gemini, Webpack, Metro, Vite, Babel, Android Studio, MyEclipse,

Testing: Jest, React Testing Library, Storybook

WORK HISTORY

Software Engineer

Pantheon Inc.

Sep 2020 - Present

Reston, VA

- **Drove core feature architecture and delivery** for **Odyssey Studio**, leading the transition from a legacy system to a scalable no-code platform adopted by **30+ client organizations**.
- **Owned frontend architecture decisions** and implemented targeted performance strategies (lazy loading, code splitting, rendering optimizations), contributing to a measured **25% reduction in page load times**.
- **Co-led the frontend modernization** initiative alongside the tech lead, taking primary ownership of architectural refactoring of a large monolithic codebase (multi-thousand-line modules), introducing a feature-focused structure, decomposing complex components into reusable subcomponents, and isolating business logic into dedicated utility layers to improve maintainability and scalability.
- **Architected and delivered** a hybrid mobile application using **React Native** and **WebView**, embedding a **Progressive Web App (PWA)** to support offline functionality and shared business logic, while implementing secure QR-based authorization flows across **iOS** and **Android**.
- **Built** the frontend foundation for an **AI-assisted code generation tool**, enabling dynamic, conversational creation of configurable UI components within the no-code ecosystem.
- **Partnered** with product, QA, and client stakeholders; led technical walkthroughs and training sessions to align system capabilities with business requirements.

Computer Engineer

Computer Information Center

Sep 2013 - Nov 2014

The Baikonur Cosmodrome, Kazakhstan

- **Developed and optimized 5+ math-intensive applications** for real-time rocket telemetry calculations using Delphi and C++.
- **Enhanced existing telemetry software** by implementing advanced algorithms for trajectory analysis and flight data processing.
- **Collaborated with senior engineers** to document technical processes and create troubleshooting guides.
- **Analyzed the network** on a regular basis and resolved problems when they occurred.

EDUCATION

Sep 2009 - Jul 2014

Master of Applied Mathematics

Moscow Aviation Institute, Russia

May 2015 - May 2019

Computer Science (Postgraduate Studies)

Tidewater Community College, Virginia Beach

FIND ME ONLINE

LinkedIn

linkedin.com/in/artemmurzo

Personal Website

earthddx.github.io/personal

GitHub

github.com/earthddx