

Siarhei Kryutsou, Front End developer



35 y.o. (25 august 1987)

Located: Montenegro, Budva (residence permit)

Citizenship: Belarus

siarheikryutsou@gmail.com

<https://www.linkedin.com/in/sergey-krivtsov-b2115b54/>

+382 69 284-801

Experience in IT since 2008

Skills

JavaScript (es5/es6+), HTML, CSS, TypeScript, CoffeScript, React.js, Vue.js, Canvas API, WCAG (Accessibility), Semantic HTML, Web-Components, OOP, Web Animations, SPA/PWA, Design Patterns, Less, Sass, Node.js, GraphQL, Jinja, Git, ActionScript

Experience

2021-2023 AlarStudios | Front End Lead

Twill (former Happify) Healthcare application. B2C/B2B >5M users. FDA approved worldwide service helping people feel mentally better.

- Redesign legacy application (B2B part) to modern code and graphic design
- App core architect and implementation (backwards compatible with the legacy app)
- Development of new features, based on client's input documentation
- On-boarding new people, explaining internal processes and workflow
- Git, Shortcut - Mentoring frontend juniors, guiding on educational path
- Integration of third-party suppliers – online services, embedded solutions
- Product support – bug fixing, investigating issues
- Tech leading a project frontend team of 10 devs

2015-2021 AlarStudios | Front End Developer

Twill (former Happify) Healthcare application

- Development of new features, based on client's input documentation
- Support legacy code
- Bug-fixing
- Code refactoring
- Implementation of accessibility support (WCAG)

<https://www.twill.health/>

2015 SoftSwiss Casino Software | Front End Developer

Full scale online casino system solution development for casino operators. B2B. Web, CMS, Games, payment system.

- Casino operator website development - CMS Integration
- Games integration
- Payment system integration
- Development of new games such as slots, card games, roulette and horse racing

<https://www.softswiss.com/>

<https://vimeo.com/839622466>

2013-2015 SoftSwiss Casino Software | Lead Flash Developer

- Casino games development

2012-2013 5Heads | co-founder, Flash developer, Adobe AIR developer, iOS developer, Android developer

5Heads is a small startup.

Me and my friends decided to conduct an experiment where we attempted to form a small team dedicated to developing mobile applications. Unfortunately, the outcome was rather tragic as we had to disband the team. However, the process provided us with a fascinating experience, and we thoroughly enjoyed our time together. During this venture, I had the opportunity to assume the role of a leader and engage in non-digital projects as a developer. Additionally, I explored my interest in electronics as a hobbyist, working with soldering irons and engaging in various engineering tasks. Ultimately, I also had the chance to delve into my familiar domain of mobile application development.

2012 SteelSteedStudio | Senior Flash developer, Team Lead

SteelSteedStudio is a game engagement team where I led the flash development team. The team consisted of one middle developer and three junior members. Together we successfully developed a flash game called "Bug Attack" / "Bug Invasion". After that we ported the game to mobile devices (Android and iOS)

- Tech leading a project team of 3 flash developers
- Tower-defense game architect and implementation (browser version)
- Porting the game to mobile platforms (Android/iOS)
- Designing and implementing a library for rasterizing vector graphics to improve game performance.

<https://www.youtube.com/watch?v=D4NvOxp99Wo>

2011-2012 Rulimony | Senior Flash developer, Tech Lead

Rulimony is a children's educational browser MMO game with more than 2 million registered users. Initially, I came to the project as a Flash developer, as a result I operated the entire development team, as a front-end and back-end, and the only person in the team who had full understanding what and how works in the project, and who does what to do for complete the objectives of the our guidance (The distribution of tasks between the team).

- Legacy part support
- Port legacy code (ActionScript 2.0) to modern ActionScript 3.0
- Built-in mini-games development
- Designing and task allocation among development departments.

https://rulimonyandrulimonia.fandom.com/ru/wiki/%D0%A0%D1%83%D0%BB%D0%B8%D0%BC%D0%BE%D0%BD%D1%8B_%D0%92%D0%B8%D0%BA%D0%B8

2008-2009 RedGraphic interactive agency | Flash developer

RedGraphic is a digital advertising agency. My responsibilities include the development of advertising solutions, such as promo-websites, interactive advertising banners, promo-games and many other advertising multimedia products.

- Digital ADs development
- Client, server applications
- Web applications
- Mobile applications
- Promo-sites
- Social-apps - Games
- Rich-media - Banners

<https://redgraphic.com/>

2005-2008/2009-2011 Freelance | Flash developer

Development of client-server apps, web apps, mobile apps, promo sites, social apps, games, rich-media and many other multimedia apps. One of the most important of my clients was the RedGraphic agency.

Languages

- Russian (Native)
- Belarusian (Native)
- English (Intermediate)
- Ukrainian (Upper-intermediate)
- Serbian (Upper-intermediate)