# IGOR KORNILOV

Developer finding passion in the everlasting search of perfection.

http://igor-kornilov.com

### **TECHNICAL SKILLS**

**Various: Source Control:** Front End: Languages: Back end: Docker Git/ Github / SVN HTML Node is **Typescript** WebSockets SCRUM/ KANBAN / Agile CSS/SASS Nest Javascript Jira/ Youtrack

**Express** React Languages: PostgreSql UI/UX: Testing: Webpack English - C1 (IELTS GT 8) Vite Mongo **Figma** Jest Russian - Native Photoshop Redux Cypress

# **Professional Experience**

Mobx

#### Oprosso / Front End Engineer October 2020 - Now

- Wrote a few new modules from scratch in the main oprosso app.
- Launched unit testing and e2e testing in the project.
- Refactored a significant chunk of legacy code.
- Optimized bundle size and introduced async libraries/components loading.
- Added a new bundler to the app.
- Performed code review.
- Set up guidlines and best pratices in the project

#### Self Employed / Front End Engineer Feb 2020 - Sept 2020

- Invited to work on a few projects with my friends
- Built my own projects in spare time

### Rostelecom / Qa , Qa Automation Engineer March 2018 - Feb 2020

- Achieved over 90% requirements test coverage.
- Collaborated with the diverse team of business analytics, tech analytics, developers, managers on one of the most loaded CRM sytem in the country.
- Remodeled current regression testing plans for less time consumption of my team.
- Performed manual testing and automation testing on Testcomplete.
- Wrote test plans, managed regression list and acceptance testting.

### **Education**

Moscow State University of Design and Technology / Technology Engineer Sept 2008 - June 2013

# **Side Projects**

Meteora - messenger inspired by flawless Telegram and based on Soket.io library. http://meteora-app.igor-kornilov.com

**Retro-game-collection** - app is designed to help people immersed in retro game hunting. http://retro-game-app.igor-kornilov.com

#### Interests

3d graphics Coding

Foreign Languages