SERGEY BOCHAROV

GitHub
Linkedin
https://sergeybocharov.com
I have the right to work in the UK

OBJECTIVE: Seeking a position enabling me to be a multiplier to an engineering team's output by leading systematic improvements to productivity via patterns, infrastructure, and mentorship. My ideal role has a diverse, kind, hypercompetent team: more than anything else, I plan to choose my next role based on the people. I want to work not just with smart people, but with good people.

WORK EXPERIENCE:

Nornickel - Senior Frontend Engineer

Feb 2022 - Present

- Led the development of the central city management system, <u>CityOnline</u>, a website geared towards Digital Solutions for a Smart City.
- Architected the React Component Library and implemented micro-frontend architecture.
- Created a real-time traffic monitoring dashboard written entirely in JavaScript.
- Gathered site performance metrics, and made improvements.
- Specialised in our build and deployment process: ensuring fast, automated, and reliable deployments.

Sber - Senior Frontend Engineer

May 2021 - Feb 2022

- Architected the core API and React Component Library.
- Architected the company's advertising network a system for placing contextual advertising.
- Managed the technical roadmap for 8 engineers.
- Responsible for the productivity of our frontend team.
- Trained the team in related best practices.
- Led migration from <u>Bitrix CMS</u> to a React-based architecture.
- Focused on performance and cross-platform browser and device support.

Yandex - Frontend Engineer

May 2016 - Oct 2020

- Pioneered the advancement of the Block-Element-Modifier (BEM) methodology.
- Managed the BEM documentation team, bringing BEM to industry standard in Russia.
- Contributed heavily to the launch of <u>Yandex.Cloud</u>.
- Contributed heavily to open source projects and internal open source projects, and was the largest contributor to our technical blog BEM.

TECHNOLOGIES:

• Proficient: Javascript, TypeScript, React, Node.js, CSS, SQL

• Familiar: Python