Oleg Janeiko
Software Engineer

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9 years experience specializing in JavaScript and Frontend Web Development

About:

When it comes to my craft, I value quality above all. I love to work closely with designers to achieve great user interactions in products. I admire the dedication and the care that goes into making great products and companies. And now I feel more ready than ever to join a team of A-players, where sharp and creative individuals are motivated to do their best.

Key skills:

- Using JavaScript frameworks (Backbone, Google Closure, Angular) to create modular (RequireJS) applications
- Developing sturdy frontend (html/sass) codebases with template engines (Underscore, Mustache, Haml)
- Hooking up build processes (Grunt, previously Apache Ant)
- Comfortable working across the stack on backend code (Ruby, Node, previously PHP)
- Interacting and designing databases (MongoDB, previously SQL) and APIs
- Submitting pull requests and merging code (git, previously svn)

Experience:

Dgrees - Creator / Engineer
Stack: Backbone, PhoneGap, Require.js, Grunt, Sass, Chai w/Mocha
What: A Celsius/Fahrenheit converter iOS app that uses a brain hack to make you fluent in both systems.
Impact: Solving UX challenges, creating a product with minimalistic interface and well organized code structure.

AOL Mail - Senior Software Engineer   06/2012 – 06/2013
Stack: Google Closure, Closure Compiler, Java backend, Sass, JsUnit
What: A full featured Mail web application for Tablets and Phones with native-like CSS transitions and loads of functionality.
Impact: Working closely with the designers to achieve a nice UX. Bridging the gap between design and engineering. Responsible for frontend app architecture, tweaking build process and creating multiple components as well as contributing code across the application and onboarding junior developers.

Zootoo - Senior Frontend Developer   12/2008 – 04/2011
What: Pet lovers social network with large number active users.
Impact: I built a very sturdy SMACSS-style framework from scratch and optimized load performance. Released code to production and maintained a personal Linux sandbox.

EditVideo - Team Lead / Frontend Developer   05/2007 – 12/2008
What: Startup aimed at interactive video advertising and professional tools for editing video on the web.
Impact: Wearing different hats: gathering requirements, project scoping, creating specifications, coding and managing offshore resources.

DIP Studio - Front-end Developer   12/2005 – 12/2008
What: Web Studio and Online Advertising Shop
Impact: First development gig, I learned about Web 2.0, semantics, agile development, SEO, good design and usability.