

DMITRIJ PODABED, MOBILE AND FRONT-END DEVELOPER

ABOUT

Mobile and front-end developer in TypeScript, JavaScript, React Native, React, Gatsby, JQuery.

CONTACTS

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SKILLS

- React Native and React, XState, Redux with additions, MobX with additions;
- HTML, CSS and JS with TS of course;
- Gatsby;
- Webpack, Gulp;
- PostCSS;
- Pug;
- SASS and Stylus;
- Jekyll, Octopress and Hexo;
- GIT;
- Express and Koa;
- GraphQL;
- English: Upper-Intermediate.

EMPLOYMENT HISTORY

- BelITSoft | Offshore software development company
(<https://belitsoft.com>) — React Native developer, React developer, JS/TS developer, Lead Front-End Developer, Project Manager, Team Leader, Head of Department. — June 2018-Present;

- Alsies (<https://alsies.com>) — React Native app with TypeScript for food delivery. Make two apps from scratch. Separate the source to the UI and SDK NPM modules. SDK contains requests for several infrastructure APIs, unified constants, functions, ie colors, sizes, date formats etc. Custom modules are built via GitLab CI/CD with SemVer. Use environment variables for secrets, ie passwords, tokens, infrastructure URLs etc. All async and repeatable logic in saga, redux fully sync. Make releases for both apps in Apple and Google stores integrated with AppCenter for dev, stage, preprod and prod environments with different distribution groups. Subscriptions like timers, WebSocket, location implemented via Redux Saga channels with possibility for start, stop and restart with redux actions. Push notifications reactions differentiate by types for changing app state. Geolocation in the background is used for cases when the app is fully closed, so the geo library sends location to the BE totally independently. Social login via Apple and Google implemented the possibility to convert them to regular login and sign up for cases when email is not found in the system. — September 2022-Present time;

- Destiny (<https://www.destiny.be>) — React Native app with TypeScript and Expo for WebRTC audio and video calls. Design system in Figma, call side inside custom NPM SDK module. Making call logic, screens (call history, favourites, contacts, login (including

social logins and via web)), global search, customize AES build system (dev and prod channels). — July 2021-March 2023;

- Allot (<https://www.allot.com>) — React Native and React app with TypeScript for managing security inside smart home infrastructure. White-labelled app with custom NPM modules system: SDK, types, hooks. Build system with Bash scripts for making customized builds for different customers. Redux and Redux Saga as a state manager. I18N from server side with local fallbacks detects user locale with possibility to use custom locale, RTL supporting. — July 2020-October 2022;

- Universal Tutor (<https://universaltutor.com>) — React Native and React apps with TypeScript for educational platform. Main idea — studying with virtual 3D-avatar as a mentor. Project inside monorepo with Lerna from scratch. Redux Saga for async events. Made simple chat bot on FE side with decision tree, component library with Storybook. Customized SSO, CI/CD, repo in Azure. — December 2020-May 2021;

- Infuze (<https://infuze.co.uk>) — React app from scratch with TypeScript. Contains player and WYSIWYG editor. React, Redux Saga, Firebase. DB, auth, asset storage for prod and dev stages inside Firebase. Multiuser with Saga channels for real-time quizzes locking. Build system for making static single-quiz (or multi-quiz with launcher) builds: bundler with Gulp login to Firebase, download latest quizzes and all its assets and producing static bundles that can work on static hostings. — May 2021-Present;

- SalonUltimate POS (<https://salonultimate.com>) — React Native app with TypeScript for dual screen POS terminal. White-labelled app that can be customized for different customers: theme, features, design, i18n. Component library with Storybook. Sales screen made

from scratch with XState and TypeScript for better quality. Login flow made with Redux and Redux Saga. Bug-fixing old part in Redux, Redux Thunk and classes. Linking between old part and new parts with XState and Redux Saga. Made saving app state inside AsyncStorage. Integrate Firebase crashlytics, remote config, analytics. Made JS part of custom library for working with payment terminals in React Native. — February 2020-October 2021;

- Forpeeps (<https://www.forpeeps.eu>) — React Native app for bank aggregator. Adding I18N, initial user signup/signin master flow, adding user details screen with editing possibility. — July 2019-February 2020;

- Technicolor (<https://www.technicolor.com>) — Adding new screens for internal ERP system. Implementing drag and drop for table lines. Written with JQuery and C#. — February 2019-June 2019;

- Infuze (<https://infuze.co.uk>) — App with custom framework with TypeScript. Strong OOP inside. Contains RSA API part for connecting with BE, Activity for managing UI, Theme engine for theming, Editor for creating and editing quizzes, building them as a static bundles, managing builds. Bug-fixing, implementing little features for Activity, adding drag-and-drop for new elements in Activity, refactoring RSA, adding new mode for admin reviewers inside RSA, changing data sending in RSA to incremental instead of full data each time. — December 2018-Present;

- Heliatec — React Native app with JS + PropTypes for sales workers. Many tables in interface with huge amount of data. Made some screen components from scratch, bug-fixing. — June 2018-December 2018;

- Carjojo Corp. (<https://carjojo.com/search>) — React front-end developer. Improving the existing features such as car filters, car

checkout, car info and implementing favorites for cars. Some of legacy code was refactored. Bug-fixing. — November 2017-March 2018;

- AssetSquared Pty Ltd. (<https://assetsquared.com>) — Node.js back-end developer. Simple back-end in Koa and Mongoose for MongoDB in Azure from scratch — July 2017-October 2017;

- Lifograph Inc. (<https://lifograph.com>) — React front-end developer. Front-end in React with Bootstrap in Docker. A lot of legacy code refactored, modifying logic and markup, bug-fixing. — August 2016-June 2017;