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Hilkov Ivan Andreevich

Lead Frontend Engineer

Contact Information

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Executive Summary

Frontend engineer with over **17 years** of professional experience across high-tech startups and large corporations. Demonstrated expertise in delivering complex software products from architectural design through deployment and long-term maintenance.

Leadership Experience: Team management of up to 8 engineers in distributed environments, with focus on process optimization and knowledge transfer.

Core Philosophy: Strategic balance between technical excellence and business objectives, emphasizing measurable results and user-centric solutions. Proven track record of performance under pressure with emphasis on evidence-based decision making.

Technical Competencies

Frontend Technologies

• Core Frameworks: React, React Native, Next.js, Redux

- Languages: TypeScript, JavaScript (ES6+)
- Build Systems: Vite, Webpack, Rollup
- Styling Solutions: TailwindCSS, CSS-in-JS, SCSS
- Testing Frameworks: Cypress, Jest, React Testing Library

Backend & Infrastructure

- Python Stack: FastAPI, Django, Flask
- Node.js Ecosystem: NestJS, Express
- Database Systems: PostgreSQL, Redis, MongoDB
- Message Queues: Celery, RabbitMQ
- DevOps: Docker, CI/CD pipelines, GitHub Actions

Specialized Domains

- Geospatial Technologies: Cesium, Mapbox, Leaflet, Potree
- Media Processing: FFmpeg, gPhoto2
- Hardware Integration: LTE modems, Raspberry Pi, IoT devices
- Mobile Development: React Native (iOS/Android)

Professional Skills

- Team Leadership: Agile methodologies, code review processes, mentorship
- Project Management: Technical roadmap planning, cross-functional collaboration
- Communication: Technical documentation, stakeholder presentation
- Languages: Russian (native), English (B2 level)

Professional Experience

HRONIKA | Moscow

Frontend & Full-stack Engineer | April 2025 — Present

Project Overview: Development of autonomous timelapse photography system for construction and infrastructure monitoring.

Technical Achievements:

- Engineered prototype of autonomous timelapse system using Raspberry Pi 4, Canon 1100D, and LTE connectivity
- Implemented pull-based architecture for task distribution and cloud-based RAW image storage
- Integrated PyNET-CA (PyTorch) for adaptive RAW processing, achieving 30% reduction in 4K timelapse assembly time
- Developed responsive web application using React, HeroUI, and TailwindCSS
- Architected fault-tolerant backend infrastructure with FastAPI and Celery/Redis

- Designed Bill of Materials for autonomous power management including UPS HAT, Li-ion batteries,
 IP67 enclosure
- Prepared comprehensive technical documentation and successfully qualified for Sber500 accelerator program

Website: hronika.tech

Tekara | Moscow

Frontend Lead Engineer | May 2024 — May 2025

Project Overview: E-commerce platform for industrial machinery and spare parts distribution.

Technical Achievements:

- Developed comprehensive catalog system and shopping cart functionality, resulting in 15% conversion improvement
- Established and maintained design system and UI component library for consistent user experience
- Implemented advanced anti-scraping mechanisms, achieving 75% reduction in unauthorized traffic
- Optimized server-side rendered storefront using Next.js for handling up to 70,000 requests per second
- Established CI/CD pipeline and comprehensive UI/UX testing suite using Cypress

Website: tekara.ru

Tvigle | Moscow

Frontend Lead Engineer | May 2024 — October 2024

Project Overview: Cross-platform mobile video streaming application development.

Technical Achievements:

- Led development of React Native application for iOS and Android platforms
- Implemented automated CI/CD pipeline with TestFlight integration for beta distribution
- Integrated VK Ads network with VAST 4.3 standard support for preroll, midroll, postroll, and companion banner advertisements

Website: tvigle.ru

START.ru | Moscow

Frontend Lead Engineer | January 2023 — May 2024

Project Overview: Smart TV video streaming platform and web application development.

Technical Achievements:

- Launched "Cinema on TV" section with integrated video player for Smart TV platform
- Optimized API request patterns during high-traffic periods, achieving 40% latency reduction
- Conducted comprehensive architectural refactoring of authentication and subscription systems
- Mentored development team of 6 engineers with focus on code quality and best practices

Website: start.ru

Skyeer | Moscow

Frontend Lead Engineer | April 2017 — January 2023

Project Overview: Geospatial data processing and drone monitoring platform development.

Technical Achievements:

- Developed MVP of unmanned aerial vehicle monitoring system for Gazprom including user portal and map layer printing
- Created proprietary component library that was subsequently utilized across more than 5 projects
- Created user interface for waste monitoring service (<u>reo.ru/flyby</u>)
- Implemented UI for UAV-based quarry road monitoring system (technical article)
- Developed client-side application for cloud aerial data processing service (attractor.aero)
- Integrated advanced 3D visualization technologies including Cesium, Mapbox, and Potree with performance optimization
- Built and managed frontend development team of up to 8 engineers
- Established code review processes, CI/CD pipelines, and internal knowledge sharing workshops
- Achieved 89% test coverage using Selenium automated testing framework

Website: skyeermap.com

Sovzond | Moscow

Senior Frontend Engineer | June 2013 — May 2015

Project Overview: Satellite imagery archive and search platform development.

Technical Achievements:

- Developed user interface for satellite imagery archive and search functionality using Backbone.js
- Implemented advanced geofiltering, timeline controls, and responsive mapping components
- Optimized application performance through lazy-loading and asset minification strategies

Website: sovzond.ru

Academic Background

Kuban State University | Krasnodar

Faculty of Theoretical Physics | 2003 — 2009

Relevant Coursework: Mathematical modeling, computational physics, statistical analysis, algorithm design

Personal Projects

Shawarma Bot | TypeScript, Node.js, Telegram API

Production-ready Telegram bot with REST API for food ordering

Technical Implementation:

- Developed comprehensive Telegram bot using Node.js with Fastify REST API backend
- Implemented TypeScript architecture with 82.1% type coverage and 77% test coverage (619+ tests)
- Integrated PostgreSQL database with Redis caching for optimal performance
- Created Docker containerization with production deployment across 6 SSL-secured domains
- Built Telegram Mini App with responsive web interface
- Established comprehensive API documentation using Swagger UI

Repository: github.com/ivan-hilckov/shawarma-bot

TimeLaps Box | Python, Raspberry Pi, Hardware Integration

Autonomous timelapse photography system for remote monitoring

Technical Implementation:

- Engineered autonomous camera system using Raspberry Pi with LTE connectivity
- Developed cloud-based image processing pipeline with automated upload mechanisms
- Implemented power management systems for extended autonomous operation

Repository: github.com/helius-lab/timelapsbox

Showcase Bot | Node.js, Telegram API

Demonstration bot for showcasing interactive features and capabilities

Technical Implementation:

- Created feature-rich Telegram bot demonstrating advanced API capabilities
- Implemented modular architecture for extensible functionality

• Developed comprehensive showcase of interactive elements and user experience patterns

Repository: github.com/ivan-hilckov/showcase-bot-main

Gemini Viewer | JavaScript, 3D Graphics, WebGL

Interactive 3D visualization tool with advanced navigation controls

Technical Implementation:

- Developed 3D visualization interface with intuitive navigation cube controls
- Implemented WebGL-based rendering pipeline for optimal performance
- Created responsive user interface with advanced 3D interaction patterns

Repository: github.com/ivan-hilckov/gemini-viewer

Research Interests

- Computer graphics and 3D visualization optimization
- Geospatial data processing algorithms
- Real-time media processing and streaming
- Human-computer interaction in complex data environments

Available for technical consultation and project collaboration