Deinichenko Ivan

Senior Frontend Developer

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Professional Summary

I specialize in building SPAs, web, and mobile games using **JavaScript**, **TypeScript**, and **Vue/Nuxt**. Strong problem-solving skills—thanks to my background in advanced mathematics—along with a focus on performance optimization and refactoring legacy code.

13 years of product-driven development, working with browser APIs, social platforms (Facebook, etc.), Google APIs (Firebase), REST, WebSockets, and SEO. A strong eye for design and UX, meeting deadlines and KPIs.

Also experienced in backend (PHP, MySQL, Redis, Laravel, Yii) and some Unity 3D (C#).

Key Tech:
JavaScript/TypeScript, Vue 2/3, Nuxt, Pinia, HTML5, CSS3, Tailwind, SASS, Phaser, Figma

Team leader with a track record of delivering high-quality, scalable products—both independently and in cross-functional teams.

Core Skills

- **Frontend Development**: Vue/Nuxt, JavaScript (ES5-ES6+), TypeScript, HTML5, CSS3, Tailwind CSS
- **API Integration**: Social APIs (Facebook, VK), Firebase, REST, Web Sockets
- **Game Development**: Unity3D (C#), Phaser
- **Frameworks & Tools**: Vuex, Pinia, Vuetify, Docker, Git, Webpack, Figma
- **Backend Knowledge**: PHP, MySQL, Redis, Laravel, Yii/Yii2
- **SEO & Optimization**: Structured data generation, A/B testing
- **Team Leadership**: Task planning, daily stand-ups, code reviews, Jira, Agile, Scrum

Key Achievements

Frontend Modernization & Scalability

- Led **3 large-scale migrations**: Drupal → Vue.js (2 projects), Nuxt 2 → Nuxt 3 (improved scalability by 40%)
- **Porting legacy systems:** Flash → HTML5 slots (outsource project), Vue.js → Composition API (300+ components refactored)

Performance & SEO

- **Structured data markup system:** Boosted SEO scores from 40 → 100 (Acronis)
- **Core Web Vitals optimization:** LCP ↓6x, CLS ↓2x, performance scores ↑3x (MaxDuel)

Team & Processes

- **Git adoption:** Migrated 5+ projects to Git, trained team (reduced deployment errors by 30%)
- **CI/CD pipeline:** Automated environments/deployments with DevOps (↓70% setup time for new projects)

Product Delivery

- **Mobile games:** Launched 4+ games with billing/social integrations (100% KPIs met)
- **Tailwind CSS integration:** Cut UI development time by 25% via design system consistency

Education

- Petrozavodsk State University, Math Faculty - Master's Degree (2006-2012) Specialization: Information Systems and Technologies

Languages

- English: C1
- Serbian: A1

Professional experience

- **Senior Frontend Developer @ MaxDuel (Remote, Serbia), Aug 2024 - Present**

  Development of the current gaming platform code. Bug fixing, refactoring and improving legacy code, creating new components and pages. SEO optimization, integration of third-party libraries. Creating a new version of the application based on **Nuxt 3** with **SRR**.

  Technologies: Nuxt, Vue, JavaScript, TS, Websocket, HTML, CSS, Tailwind, Figma, Datadog

  - Refactored the loading process of the authenticated user's homepage, improving load speed by **4.25x**

  - Optimized guest homepage loading, achieving a **3.4x** speed increase

  - Increased the **Best Practices Score** by **1.5x** and **Tripled** the page's **Performance Score**

  - Improved the page's **SEO Score** from **40 to 100**

  - Reduced **Largest Contentful Paint (LCP)** by **6x**

  - Reduced **Cumulative Layout Shift (CLS)** by **2x**

- **Senior Frontend Developer @ Acronis (Belgrade, Serbia), Nov 2022 - Oct 2024**

  Development of the acronis.com frontend part. Tasks estimation, code review, support for old functions, implementation of new functionality, search engine optimization.

  Technologies: Vue, Nuxt, TypeScript, HTML, CSS, Figma, SEO, 3rd-party integrations

  - Successfully migrated 5+ major sections of the site from Drupal to the Vue.js ecosystem, enhancing site performance and maintainability
  - Developed a system for generating and customizing site's structured data markup (SEO)

- Recognized as the leading resolver of technical debt and outstanding tasks within the team, enabling improved project delivery and team efficiency

- **Senior VueJS Developer @ Noveo (St. Petersburg, Russia), Feb 2022 - Nov 2022**

  Developed outsource/outstaff web applications using Vue.js and Nuxt.js, implementing features, optimizing for SEO, and improving code quality through reviews and technical debt reduction, wrote technical documentation.

  Technologies: Vue, Nuxt+CompositionAPI, JavaScript, TypeScript, HTML, CSS, Tailwind CSS, Figma, 3rd-party integrations.

  - Fixed **300+** critical bugs, refactored legacy components (↓tech debt)
  - Migrated **Nuxt 2 → Nuxt Bridge** (Composition API)
  - SEO optimizations (+15% organic traffic in 3 months)
  - A/B testing (↑conversion by **10%**)

- **Senior Frontend/Unity Developer @ Fotostrana (Russia), Sep 2019 - Feb 2022**

  As Frontend / Full Stack:
  Development of text novels for Play Market based on HTML5, VueJS and WebView. Development of project`s administration SPA based on VueJS.

  Development of visual novels for Play Market and App Store based on Unity3D Engine. Integration of billing, notifications, metrics, social plugins etc. Development of project`s administration SPA based on VueJS.

  As Unity Developer:
  Development of mobile games for Play Market and App Store in hyper-casual genre. Core functionality of games, integration of billing, localization, notifications, ads providers, socials etc.

  Technologies: JavaScript ES6+, Vue, Vuex, Vuetify, Vue Router, Vue i18n, Vue Draggable, Vue SVG Icons, HTML5, CSS3, Git, Firebase, Webpack, docker, Laravel, CodeIgniter, MySQL, Redis, Unity3d, C#, REST API, OOP, SOLID, Figma, XCode, JarResolver.

  Notable points:

  - **Mobile Development Expertise:**
    - Acquired extensive hands-on experience in Unity development for both Android and iOS platforms
    - Successfully published multiple titles on Play Market and App Store
  - **Full-Cycle Game Development:**
    - Designed and developed several games from scratch, mastering new game mechanics outside of previous experience
    - Transformed a raw hackathon prototype into a market-ready product by:
      - Completely rebuilding core architecture
      - Implementing numerous new features
      - Managing full publication process on Play Market
  - **Technical Adaptability:**
    - Demonstrated ability to rapidly master unfamiliar game mechanics and development challenges
    - Delivered complete solutions covering all stages from concept to store publication

- **Senior Frontend Developer @ Fotostrana (Russia), Oct 2017 - Sep 2019**

  Development of new functionality for farm-like games on social platforms. Supports and updates actual functionality, communicates with the community, reruns regular activities, creates the new ones. Creating technical documentation.
  Development and support of HTML 5 canvas games. Match 3, some clickers, arcades, mahjong, puzzles etc. Additionally refactoring and optimization of the platform`s legacy.

  Technologies:
  Git, Javascript ES6+, HTML5, Canvas, Spine 2D, CSS3, SASS, Gulp, WebSockets, Lodash, Social API, REST API, Photoshop. Partially PHP, Yii 2, MySQL.

  Notable points:

  - **Exceeded Expectations:** Delivered 100% of KPIs despite being the sole developer after team optimization.
  - **Full-Project Ownership:** Took end-to-end responsibility for the main project—from backend development to content creation, including:
    - Designing new features and gameplay mechanics
    - Developing narratives, quests, and economic systems
    - Conceptualizing and implementing seasonal events (extended player retention & KPI performance)
  - **Process Optimization:** Streamlined art production workflows with the design team, improving efficiency.
  - **Rapid Prototyping & Development:**
    - Built multiple games from scratch with no prior experience in their genres.
    - Successfully rebuilt several games in record time.
  - **Technical Growth:** Expanded expertise in Web Workers, PWA, and library/NPM package development.
  - **Adaptive Problem-Solving:** Independently mastered and took over backend development to ensure project continuity.

- **Full Stack Developer @ ACT 222 (Petrozavodsk, Russia), Oct 2012 - Oct 2017**

  As a developer:
  Development of HTML games. Markup, frontend logic, backend logic, database design.

  Partially worked as a team lead:
  Organized and run meet-ups / stand-ups, communication between product owners and development team, Jira tracking, sprints planning, tasks and project estimates. Consulting, research of new ideas and technologies, takes part in product brainstorms.

  Technologies: JavaScript, Canvas, Phaser, jQuery, HTML5, CSS3, Git, PHP5, Yii, MySQL, Photoshop, WebSockets/Long Polling, Social networks APIs, Unity 3D (partially, last year).

  Notable points:

  - **Process Modernization:**
    - Spearheaded the transition to Git, restructuring projects and integrating version control into the team workflow.
    - Trained team members on Git best practices, improving collaboration and code management.
    - Collaborated with DevOps to design **environment setup and deployment pipelines**, accelerating project launches and updates.
  - **Technical Leadership:**

- ○ Implemented **Scrum/Agile** methodologies, enhancing team productivity and project transparency.
  - ○ Led development of multiple small-scale games from concept to release.
- **High-Impact Contributions:**
  - ○ Delivered **100% of KPIs** consistently.
  - ○ Played a key role in a high-profile **Flash-to-HTML5** migration for a major industry client (outsourced project).