





# Pak Timur


## Frontend Engineer

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Kazakhstan, Almaty 

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### EXPERIENCE

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#### BlockCzech

Location - Czech, Prague

28.11.2021 - 05.01.2024

- Collaborated with UI/UX designer to implement responsive and visually appealing user interface
- Successfully refactored over 60% of the project's legacy code, transitioning from Vue 2 class components to the more efficient Composition API
- Significantly enhanced and optimized the 2D WebGL map of the project's game, achieving at least a fivefold increase in performance using Pixi.js
- Transitioned the entire project to the FSD architectural methodology, resulting in a notably enhanced developer experience through more efficient processes and practices
- Implemented scalable solutions using Vue.js, React.js/Next.js enhancing the client's content management and site performance

#### Pillikan

Location - Kazakhstan, Shymkent

08.03.2021 - 20.11.2021

- Led the development and implementation of the frontend for the local technopark's admin panel, building it from scratch and successfully guiding it to production
- Engineered conversion of high-fidelity design mockups into functional, interactive web components, working closely with a team of 3 designers.
- Performed thorough debugging to guarantee cross-browser compatibility and ensure responsiveness across various devices

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### SKILLS

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- HTML5, CSS3, SCSS
- Javascript, Typescript
- Vue.js, React.js, Next.js
- Pixi.js, web3.js, Webpack, Vite
- Git, GitHub, Postman, VS Code, IntelliJ
- Feature Sliced Design, BEM
- Figma

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### LANGUAGES

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English - B2

Russian - Native