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https://github.com/kriskate

Personal statement

I consider that working in an agile environment is highly beneficial, as the end user's immediate needs are subject to constant change, and the engineers can focus less on attaining as much functionality as possible, and more on the quality of the product.
An adept of DRY, even though it might sometimes result in a more complicated code-base (ie adding more functionality to a reusable component).

I like finding interesting and challenging problems that require a more thorough approach, and try to resolve them myself before looking for a solution elsewhere.
I sometimes like playing around with math, and even if some formulas might take a long time to write and they only end up being one line of code, the resulting functionality is gratifying.

Personal projects:

Pocket-dota:
  • http://pocket-dota.info
  • tech: NodeJS, Docker, Google Cloud Services (Kubernetes, App Engine, Firebase, Stackdriver), Dota 2 game files, React Native, Redux, OpenDota, Expo
  • platforms: Android, IOS
  • description: Mobile app that collects data from Dota 2's game files and displays it, along with player statistics (via WebView). It's aim is to be a companion for players who want to improve their knowledge of the game.
Developed as a personal project, it is the first React Native project I deployed to an app store; I decided to let it's code be open source.
Initial release date: 16.10.2018.

Key Skills

Javascript development:
  • managers: npm, yarn, expo
  • modules: ES6 modules, CommonJS modules
  • build tools / transpilers: webpack / babel, less
  • frameworks and libs: NodeJS, React, React Native, Redux, Bootstrap
  • templates: ES2015 string literals, SSR React components
  • unit testing: Jest, Enzyme
  • documentation and workflow: JSDocs, markup pages, Draw.io, Agile, Slack, Trello
  • source control: git via SourceTree
  • CI and deployment: Jenkins, Docker

Employment History

Frontend Engineer, Argos UK, London, UK
(January 2017 – February 2018)

Technologies used:
- managers: npm, yarn
- modules: ES6 modules
- build tools / transpilers: webpack / babel, less
- frameworks and libs: React, Redux, NodeJS, Redis, ADFS
- templates: SSR React components
- unit testing: Jest, Enzyme
- documentation and workflow: JSDoc, Confluence, draw.io, Agile
- source control: git via SourceTree
- CI and deployment: Jenkins, Docker

Responsibilities:
- React and NodeJS application developer
- helping with the recruitment of other Frontend Engineers
- developing and maintaining CI pipelines. All apps were deployed in AWS using Mesos, Marathon, Docker and Jenkins
- architectural meetings regarding our applications' ecosystems
- holding presentations regarding the tech stack and roadmap for our team's projects

Apps:

CAPE (Credit Application Processing Engine)
- Greenfield project that processes the Argos Card form submissions (credit application for Argos customers). Micro-services architecture meant to replace the existing (outdated) monolith.
- NodeJS service that communicates with a Java gateway
- React Redux (SSR) as frontend
- apart from unit tests, I've used a non-conventional approach to testing via a Redux middleware which keeps track of all user actions.
  The app could be tested manually, and the generated data then used in integration testing. This approach offers the possibility of 'simulating' a user journey.

PAP-portal (Pricing and Promotions portal)
- Greenfield project within a newly established team, a NodeJS gateway responsible with:
  - displaying available internal tools
  - authenticating colleagues (SSO via Microsoft AAD)
  - authorising colleague-oriented apps (cms-like tools for different parts of the Argos website)
  - proxying all requests to backend services
  - it also serves a React component (hamburger button menu) which is loaded dynamically from the gateway. The menu displays user information and urls to the portal utility pages (main page/ user profile/ logout)
- SSR React components for authentication pages, Redux-React for main app
- NPM module that facilitates the authorisation of JS apps through the portal, as well as integrating the hamburger menu component
- after developing it for our team, it was adopted by the other internal tools' teams as the preferred solution

Frontend Engineer, SIVECO Romania, Bucharest, Romania
(January 2014 – June 2016)

Technologies used:
- managers: npm, bower
- modules: AMD
- build tools / transpilers: grunt, gulp, webpack / babel, less
- frameworks and libs: React, Backbone, Bootstrap, jQuery
- templates: eps, yeoman
- unit testing: Karma, Jasmine
- documentation and workflow: JSDuck, markup pages, draw.io, Agile

- source control: git via SourceTree

Responsibilities

1. **Components:**
   I've been introduced to JavaScript for the purpose of developing internal components (mainly React) for an existing Javascript eContent Framework.
   Each component's "definition of done" consisted of:
   - NPM modules
   - cross-code review
   - documentation (JSDuck)
   - unit tests; some components were TDD'd.
   Ever since this project, my main aim and drive became the Javascript Frontend area (+ small C#/ AS3 improvements/ optimisations for pre-existing tools).

2. **Wand.education:**
   An online lesson editor, with the help of which teachers can write educational content and send it to their students, whilst getting reports on how the students responded to the teacher-generated content (via assessments and game-like activities).

   I was initially assigned to develop components (activities/ mini games) for the editor, but ended up as the main developer, almost entirely rewriting the SAP's prototype:
   - completely redesigned the UI (via bootstrap's ColorAdmin template) and introduced the idea of UX development (by redesigning the user workflow and making the application responsive and tablet-friendly)
   - added documentation, defined and developed an application workflow and diagram
   - refactored the server-side communication, module loading/ bundling, file tree
   - defined standalone reusable components (applied DRY concepts)
   - added functionality (including, but not limited to: student-teacher response via JSON data, resizable and in-line editable components via jQuery-UI)
   - managed a remote Agile team in order to develop more components and activities.

AS3 Technical Leader, SIVECO Romania, Bucharest, Romania
(January 2012 – March 2014)

Technologies:
- .NET (C#) - basic/mid-level
- ActionScript 3 (webplayer/ AIR) - mid/senior-level
- javascript (basic-level).

Responsibilities:
- creating and applying an introductory course for Flash, OOP and ActionScript 3.
  During this course, I've instructed over 50 potential eContent developers and maintained a technical relationship with the ones that were considered eligible, over the course of three large scale eLearning projects. I assigned them tasks and kept track of the projects' progress, while also helping the team with technical difficulties;
- developing internal tools, used mainly to improve or speed up the end-user projects' development process;
- maintaining and developing components for the AS3 eContent framework (an internal platform for developing eLearning projects);
- developed and maintained the eContent Android (AIR) framework and components;
- have been delegated to the Ministries of Education of Kazakhstan and Malta for Teacher training programs and Software Technical Specifications documents' settlement;

eContent Developer, SIVECO Romania, Bucharest, Romania
(April 2011 – January 2012)

Technologies: Flash (AS2, AS3)

Responsible for developing user-friendly content, which consisted of:
- animations;
- mini-games (eg: input a number to correctly solve a mathematical equation, jigsaw puzzles, snakes and ladders);
- learning activities (eg: step-by-step chemical reaction's explanation, drag-and dropping labels to their respective place, adding colours to paintings);

AS3 Mini-game Developer, InfoMediaPro, Bucharest, Romania
(September 2010 – January 2011)

Technologies: Flash (AS3)

Responsible for developing children oriented mini-games, such as:
- characters moving around a defined map;
- easy mathematical equations that when solved revealed different parts of the mini-game;
- colouring book;

AS2/ AS3 eContent Developer, Flexstudio, Bucharest, Romania
(August 2009 – July 2010)

Technologies: Flash (AS2, AS3)

Responsible for developing user-friendly content, which consisted of:
- animations;
- mini-games (eg: inputting number to correctly solve a mathematical equation, jigsaw puzzles, various physics' experiments);
- learning activities (eg: step-by-step chemical reaction's explanation; drag-and dropping labels to their respective place)

Education

Universitatea "Politehnica" Bucuresti

(2013 – 2015)

Master, Applied Engineering Sciences
The study programme of: The Theory of Information Coding and Storage

Universitatea "Bioterra" Bucuresti

(2008 – 2012)

Bachelor of Laws (LL.B.)

Hobbies & Interests

I have always been interested in technology, especially of how things are made. I've been trying to get the most out of the technology I own, from PC's, raspberry PI to phones and tablets. For instance, my Raspberry is both a media centre and an application server.

I also am a skateboarding and snowboarding enthusiast, the latter being discovered a few years ago; during the cold season, I mostly spend my weekends and holidays on the slopes.

References

References are available upon request.