Ruslan Kurbanali

+7(777) 021-7726 | kurr.eax@gmail.com | linkedin.com/in/kurreax | github.com/kurrx

EDUCATION

International Information Technologies University — Aug 2018 – Jul 2022
Bachelor of Computer Science — *Almaty, Kazakhstan*

EXPERIENCE

Full Stack Engineer — Nov 2021 – Jul 2023
WAGMI Entmt — *Almaty, Kazakhstan*

- Designed and developed a decentralized multiplayer web game using **React** that can handle **2500 websocket updates per second.**
- Engineered a transaction packaging service for **React** decentralized applications, reducing the package size **by 75%** on average and **saving up to 30%** of funds in transaction fees.
- Integrated a land rental system into a decentralized web game, generating **35%** of the startup's revenue.
- Developed a **TypeScript** SDK and CLI tool for smart contract instructions using **NodeJS**, resulting in **5+ extensions** being developed for the decentralized web game.

Frontend Engineer — May 2021 – Oct 2021
Arkenstone Agency — *Almaty, Kazakhstan*

- Automated the process of creating one-page projects by developing a CLI tool with the ability to select a template for the site using **NodeJS**, reducing the amount of manual work **by 40%.**
- Optimized performance of website with 3D object builder by moving scene management from vanilla **ThreeJS** to **React Three Fiber**, boosting up the applications loading and display speed **by 60%** on mobile devices.
- Integrated **Vuex** for efficient state management in complex **Vue** applications, leading to more predictable data flow and a reduction in debugging time.

Frontend Engineer — Oct 2019 – Mar 2021
Freelance — *Almaty, Kazakhstan*

- Adopted **NuxtJS** for server-side rendering of **Vue** application, improving SEO and increasing traffic **by 60%.**
- Developed a reusable component library using **Vue**, reducing development time for new functionality.
- Created a responsive layout for mobile phones using **HTML and CSS**, enhancing accessibility and usability across various devices, ultimately expanding audience reach and engagement.

PROJECTS

Personal Website | *TypeScript, React, Redux, WebGL* — 2022

- Developed a portfolio using advanced GLSL shaders: Fluid simulation, Volumetric light and fog, Reflection, Particles simulation
- Achieved consistent **60FPS** on major devices in complex scenes using GPGPU technique.

TECHNICAL SKILLS

Languages: HTML, CSS, JavaScript, TypeScript, NodeJS, Rust, GLSL
Frameworks/Libraries: React, Redux, MobX, Next, Vue, Vuex, Nuxt, Jest, Cypress, Express
Developer Tools: Git, Docker, Webpack, Vite, Chrome DevTools
Other Tools: Storybook, ThreeJS, R3F, GSAP, Framer Motion, React Spring, SASS, Tailwind, Figma
Databases: MongoDB, PostgreSQL, MySQL, Firestore
Blockchain Tools: Anchor (Solana), Solidity (Ethereum)

ACHIEVEMENTS

- Placed **2nd** out of 13 teams on the second stage of the National Research Work of Students Contest 2022 with a diploma project themed "Modern Learning Management Systems".
- Placed **11th** out of 46 teams in the ACM ICPC Regional Contest 2019.
- Placed **3rd** out of 200+ participants on the national stage of the National High School Olympiad 2016 in the Competitive Programming discipline.