Vladislav Podchufarov

(also known as Mike Lumos or Lumen)

Full-Stack Web Application Developer

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SUMMARY

I am a full-stack web developer specializing in building interactive websites and applications using the modern technologies (React, Next.js, Node, GraphQL).

I have designed, built, and launched multiple projects currently used by thousands of people, so I know how to take responsibility for successfully building and delivering a product. I can find ways to contribute value to your company, resourcefully overcome obstacles, and solve technical problems without the need for supervision. I also enjoy teaching and helping other people with technical (and non-technical) tasks.

I am experienced in (and passionate about) all parts of the web development process - generating ideas, establishing business objectives, making good technical decisions, designing and developing the prototype, managing and building the product, launching and marketing.

I am looking for opportunities to work on meaningful projects in a team of friendly and intelligent people, improve my skills, grow as a developer, and build some cool stuff with you!

EDUCATION

University of Birmingham, Computer Science MSc (Graduated with Distinction, 2020 - 2021).
Self-education using online courses, and a lot of experience building and launching personal projects.
Programming School, Machine Learning Bootcamp.

SKILLS

Frontend: HTML/CSS/JS, TypeScript, React/Redux, Sass, Bootstrap/Foundation, jQuery.

Backend: Next.js, Node/Express, Python/Django, REST APIs, GraphQL, MongoDB, Postgres.

Tools: AWS, Netlify, Vercel, Linux server. Stripe. Sendgrid. All the obvious stuff required for building and managing online projects (Git, bash, cron, Nginx, SQL, Webpack, Docker, etc).

Design: UI/UX design in Figma. Many tools for creating 2D and 3D graphics.

AI: Machine Learning and Data Science libraries - scikit-learn, pandas, keras, matplotlib, etc.

Soft skills: Product Management, Technical and Creative Writing, Internet Marketing, SEO.

Other interests: Game Development (Godot), Digital Art, creating video tutorials, building online communities. Learning everything I can about startups, business, marketing, sales.

PROJECTS

All the projects below have been entirely designed and developed by me, from idea to launch.

Writing Streak • writingstreak.io • built with React/Redux, Node, Express.
An app that helps writers to be more productive and develop a consistent writing habit.
Has 5000+ users from organic growth.

Nulis • nulis.io • built with React/Redux, Node, Express. Hosted on DigitalOcean.
A mind-mapping tool for writers, an app for collecting and organizing knowledge.
Has 1500+ users from organic growth.

Godot Assets • godotassets.io • built with Next.js, React, Prisma, Vercel, AWS, Stripe.
A marketplace where people can discover, publish, and sell assets for the Godot Engine.

Sketch Club • sketchclub.io • built with Next.js, React, Prisma, GraphQL, Apollo, Vercel, AWS.
My Master's project. Instagram-inspired web application that helps art students to regularly practice their drawing skills. See the detailed project report here.

RPG Adventures • rpgadventures.io • built with Next.js (static), Mdx, Vercel, Stripe.
A platform where I publish my adventures for table-top roleplaying games.
I have also used it to launch my adventure writing course.

Lumiverse • lumiverse.io • built with Python, Django, Bootstrap, jQuery.
Discovery platform for educational videos built with Python and Django.
Old project, no longer maintained, but it had 37,000 visitors per month at its peak.

Webacademy • webacademy.io • built with Python, Django, Bootstrap, jQuery.
Discover the best tutorials and courses submitted by the programming community.

Helix • helix.startuplab.io • built with React/Redux, Node, Express.
A habit tracking app, turned out pretty well, I'm proud of its design.

Nexy • nexy.io • built with Next.js, React, Prisma, Vercel, AWS.
A publishing platform and a community of makers who use technology to build cool projects and turn them into profitable businesses (early beta, work in progress).

Other Projects
If you're curious about my other interests, see my gamedev projects, my gamedev tutorials, my digital art, and my machine learning notes.