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🎓 **Lead, mentor, coach, build teams:** track record of building and leading teams, hiring top talent. Foster a culture of collaboration. Help teammates to grow.

🤝 **Connect business with development:** Focus on results. Convert high-level business requirements and technical constraints into a transparent work stream. Use tailor-made subsets of scrum/kanban and other agile methodologies. Strive for feedback and adopt team roadmap and priorities accordingly.

🗣 **Strong communion skills:** able to analyse and explain complex topics in eli5 style. Connect stakeholders with developers. Translate technical language into casual and back.

🏗 **Experience, hands-on development:** built anything from complex apps to MVPs. Improved, modernised existing apps, can find and implement an optimal solution. Web, mobile, and TV. Browsers, full-stack, React, React Native, front-end, non-web environments.

⚙️ **Techniques:** Advocate for functional programming, but work with any paradigm. Strive for simple maintainable code, DX, constant improvement, best practices.

👅 **Languages:** English: Professional Working, Russian: Native,
Typescript, a little bit of Rust and Golang.

EXPERIENCE

DAZN

Staff Software Engineer

Sep 2021 – Oct 2023
Amsterdam, North Holland, Netherlands

The project is a foundation for the entire app's front end, orchestrating a variety of its parts (micro-frontends)

- 🎓 Mentored, and helped developers with the current stack
- 🛵 Chose the necessary steps for the project roadmap
- 📈 Made a lot of architectural improvements, including cross-team communication, support, and simplifications
- ♻️ Led a team's daily routines
- 🟦 Led the migration of the codebase to Typescript
- 🧪 Constantly improved End-to-End tests (made it run in parallel in GitHub Actions, reporting with Allure)
- ⛓️ Built a new version of API to be used by all FE engineers

🛠️ Tools:

- Typescript (JS), AWS, Terraform

Skills: Web Applications · Project Planning · Process Automation · Team Management

DAZN

Senior Software Engineer

Apr 2019 - Sep 2021
Amsterdam, North Holland, Netherlands

I was developing an authentication part for TV (living room devices).
A variety of devices, from rare and low-tier to high-end.
Including FireTV, AndroidTV, PS, Xbox, Samsung Tizen, and many more.

🛠️ Tools:

- React, Mobx, Cordova

Skills: Web Development · Web Applications · Process Automation

Skillplace

Co-Founder

Oct 2020 - Oct 2021
Worldwide

I was leading a team developing a mobile app. Online courses platform for social network influencers.

https://www.youtube.com/watch?v=qoNyXZ7GIEg (in Russian)

- 📲 A mobile application based on React Native + Python back-end.
- ❗ When I just joined, the app was buried under the tech debt, there were no workflow routines in place yet.
- I have introduced project tracking, and daily routines for the team and led the development process of the app. Settled constant communication between BE and FE developers.
- ✅ In a few months, the development process was much more transparent, the app was rewritten, became significantly more stable, had more features, and was ready to be used by the wide public.

🛠 Tools:

- React Native, Typescript, Notion, Figma, OpenAPI

Skills: IT Management · Project Management · Project Planning · Team Management

Quiqup

Lead Front-end Developer

Jun 2018 - Mar 2019
Amsterdam, North Holland, Netherlands

Implementation and support of internal tools: the admin panel, and courier app.

- Technical leadership, mentoring
- Codebase improvements, including migrations from older frameworks

- Project-wide technical decision making
- Solving performance and maintenance issues

🛠 Tools:

- Leaflet (geospatial data), Angular => React, GraphQL, WebSockets/REST, Elixir

Skills: Process Automation · Team Management

Dolfin Group

Head of Front-end

Oct 2015 - May 2018
Amsterdam, North Holland, Netherlands

I led a Front-End engineering department. I also was point of contact between business and engineering. Hands-on development of a fresh new fintech web-application.

I was doing the right technical choices to build the app from the ground ups that is solid, maintainable, and easy to adopt new changes.

🔍 Analysis and process of business requirements:

- Converted business requirements to useful backlog and clear tasks
- Kept low level of tech debt, solving maintainability issues

👷 Maintenance:

- Kept business logic an library and UI/UX separate
- Introduced rules for separation of concerns

🏗 Technologies and frameworks choices:

- Found the right balance between using existing public solutions and internal tools to keep code footprint as small as possible.
- Main libraries of choice: React, webpack/babel, redux, jest/enzyme
- Introduced other tools: glamorous, storybook, in-house tools

🖌 Daily routines – code quality tools:

- Code linters, tests, code quality checks, etc
- Implemented Node.js command-line tools to ease day-to-day routine
- Introduced automation: CI/CD (Drone)

🛫 Led an implementation of new tools that kept our development speed very fast, yet agile

- API code generation
- PDF generation tool
  - HTML as an input, PDF as an output
  - first implementation with phantom.js
  - headless chrome later

Skills: Web Development · IT Management · Project Management · Project Planning · Team Management

Yandex

Software engineer (browser extensions)

May 2014 - Aug 2015
Moscow, Russian Federation

Development of an add-on for Firefox: Yandex.Elements

- I've written CommonJS implementation (not Jetpack) that can use gre, jetpack SDK, npm modules, and custom aliases to use old internal API that is written in an old fashioned way.
- Code is written as common modules that work identically in node.js and in Firefox.
- For example, npm module: dcodeIO/Protobuf.js is used as is, w/o any modifications.

- Introduced XMPP protocol within the extension to communicate with the server.

🛠 Tools:

- Firefox extension API, XMPP protocol, Protobuf

Skills: Process Automation

Yandex

User interface Engineer

Feb 2013 - May 2014
Moscow, Russian Federation

I was developing client side of JS engine for context ads (similar to AdSense).

- Used to work with browsers environment (IE 7+) on partner sites with unpredictable styles/layout.

- SVG/VML/CSS3, graceful degradation.
- PhantomJS, node.js: automated screenshot regressional testing.
- I've refactored engine, made it more modular with less code.
- A/B testing, Incremental deploy: used to work with statistics to be sure code works better than previous state.

Rambler

Software engineer (Maps API)

Feb 2012 - Feb 2013
Moscow, Russian Federation

I developed Rambler Maps Javascript API.

- Modular system with loading submodules on-demand.
- Script for modules distribution.
- Clusterisation module: it could handle up to 10000 markers on one map in Internet Explorer with no lags, much more in modern browsers (up to 1000000 in chrome). Grid-based algorithm.
- Internal API to work with geo coordinates
- Introduced grunt/custom node.js tools for development I developed Rambler Maps Javascript API.
- Modular system with loading submodules on-demand.
- Script for modules distribution.

DirectBox

IT Head

Aug 2011 - May 2012
Moscow, Russian Federation

Established technical processes of the company.
Managed programmers, recruiting.
Hands-on client-side development.

Achievements:

- Within less than 1 year, we've built a solid solution:
- Website and platform to make a purchases from abroad,

- Order tracking system
- Admin panel for backstage workers

🔧 Tools:

- Ruby on Rails, PostgreSQL, AWS, Vagrant

Astrostar

Head of engineering

Sep 2010 - Jun 2011
Moscow, Russian Federation

Management of IT dept.

- Strategical planning
- Staff management: hiring interviews; task accomplishment control
- Control/purchasing hardware
- Weekly reports for investors

Astrostar

Front-end (client-side) developer

Nov 2005 - Sep 2010
Moscow, Russian Federation

Architected the application. All front-end, heavy influenced by communication with backend.

Achievements:

- Created a client-side engine for affiliate network
    - o personal horoscopes for partners page.
      Full-sized interactive html page.
- Created an API to interact with the engine:
    - o events tracking (the actions of the client, server responses, etc.)
    - o internal system with caching plugins
    - o useful utilities
- wrote crossdomain transport using window.name post transport. No open-source implementation existed at that time.

Redmark

Jack-of-all-trades developer

2003 - Jan 2006
Moscow, Russian Federation

All sorts of front-end development. HTML/CSS mostly, JS for some interactivity.