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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
 - personal horoscopes for partners page.
Full-sized interactive html page.
- Created an API to interact with the engine:
 - events tracking (the actions of the client, server responses, etc.)
 - internal system with caching plugins
 - 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.