


PAVEL NEDZELSKIY

 October 24, 1986, Ukraine, Kyiv

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Summary

IT Experience:	10+ years
Web Programming:	7+ years
Drafting of technical documentation and testing:	3+ years
English level:	Intermediate

As a developer, I worked in different companies, from tiny to large and huge. I can create a project from scratch, gather a team from scratch, or make your current project better. I have gained a wide experience in various technologies and show flexibility and perseverance to learn new things.

I'm experienced in developing web applications for different purposes (live statistics and aggregation platforms, b2b, b2c, e-shops, personal/corporate sites, etc).

I'm experienced in Agile/Waterflow methodology and leading developers.

Education

Kyiv National University of Technology and Design, Faculty of Mechatronics and Computer Technologies, specialty "Computer-aided technological processes and manufactures" (full-time student). Graduated in 2008.

Skills

Html, Css/Scss, Javascript/Typescript, React (Redux, MobX, Thunk/Saga, Storybook),
Webpack, Mocha, ESLint/TsLint, Node.js, Go lang, Mysql, Redis, Elasticsearch, Websockets, Git,
Linux/Mac/Windows

SOLID, DRY, YAGNI, KISS

Languages

English – Intermediate, Ukrainian – native

Experience Records

June 2020 – July 2022 Ocean.io

Project: <https://www.ocean.io>

Position: React and Go lang developer

Ocean.io is a B2B data platform where sales and marketing teams access company data and CRM insights to focus their time, money, and effort on the right accounts.

As a part of a fast-growing project, I was developing a frontend part of the main application system. If shortly speaking about stack, there were a React Next JS Framework with MobX state manager in pair with microservices that were built on NodeJS and Go lang. All of these microservices used backend API for making requests to the backend. There were also Redis for keeping cache and Elasticsearch for frontend needs. All components for frontend parts like tables, fields, modals etc were built from scratch and adapted for necessary design and functionality.

February 2019 – July 2020 Sport Labs Groups

Project: <https://wewatch.gg>

Position: Team Lead and Lead Engineer of frontend developer's department, Architect

The project is an e-sports platform that aggregates online cyber games translations, statistics, historical and online data, and betting.

I was in charge of choosing a technologies stack, creating project architecture from scratch, interviewing and organizing a team of developers, estimating the speed of the development process and creating a workflow with code review, working in close touch with business holders and designers.

For the technical stack, there were using the newest versions and features of the most popular development technologies of that days: Typescript, React, Scss, Webpack, WebSockets, Node.JS, Atomic design, etc.

February 2018 – February 2019 6-Sytems (Sixt)

Project: DriveNow. Corp. site currently is not available, but you still can read info about the project here (<https://en.wikipedia.org/wiki/DriveNow>)

Position: React and Go lang developer

DriveNow is a useful, simple, professional and profitable Carsharing service that is integrated into such European countries as Germany, Italy, Belgium, Denmark, Finland and others. Being a 50% part of multinational car rental company Sixt until July 2018, DriveNow was totally purchased by huge BMW Concern with the main development office in Munich.

As a developer of the DriveNow team, I was responsible for the corporate site drive-now.com, its frontend part (written in React + Redux, NodeJS); Middle-layer (written in Go lang) that provides API for content, caching and external request management system; and Drupal that keep all content. Besides this, I have also been developing a web-shared project that holds all common react components for all DriveNow projects and Admin Tool that manage all DriveNow projects.

December 2016 – February 2018
Dukascopy Swiss Forex Bank And Marketplace

Project: Forex-trades widgets (<https://www.dukascopy.com/trading-tools>)

Position: Full-stack web developer

For this period of my work life, I was responsible for client-side widgets that collect, process and show information about Forex trades in real-time on web pages. We used Google Closure library with Ant utility for compiling our JS code in one minimized bundle for use on web pages. On server side, I was developing a widget server written in pure PHP code and a widget corporate site written in Laravel Framework. Both of them used the MySQL database.

November 2015 – December 2016
Fironet

Project: Trainer (<http://trener.ua>)

Position: Full-stack web developer, Project Architect

Developing from scratch of new web project "Trainer" – sports coach search. The project is available in six languages for six countries. I was responsible for the creating of an architecture of the project, choosing of project stack technologies, frontend and backend code, MySQL database, settings of production Linux-nginx server and deploy process, so in total – for everything except design. At some period, I was leading junior colleagues and conducting job interviews.

Since July 2015, in parallel with my main project "Trainer", I also started to develop with my Lithuanian-side colleagues from scratch a new ambitious b2b project – cargo uber. The technologies used are: NodeJS, Express, SailsJS, Vue, Mysql, Sequelize, Mocha, Jasmine, and others.

May 2015 – November 2015
Adphone

Project: Kyivstar and Voodafone marketplaces and advertisements

Position: Middle Full-stack web developer

Responsibilities:

- development of new functionality and refactoring (Yii/Yii2)
- development and decoration of web pages
- development of client-side functionality
- development of server-side part
- database support (PostgreSQL, Redis)

July 2012 – May 2015
Freelance projects

Projects: A lot of different freelance projects

Position: Junior – Middle Full-stack web developer

During this period, I was working on developing e-shop sites (from scratch to production versions), landing pages, JS and PHP scripts, online browser games and managing to do other freelance orders such as: developing from PSD templates to HTML/CSS/JS pages, create backend PHP code with REST API, refactoring, fixing bugs etc.

September 2008 – May 2015
Parus Corporation (<http://parus.ua>)

Project: Enterprise Resource Planning System (<http://parus.ua/ua/139>)

Position: Technical writer and tester

Responsibilities:

- drafting of different documentation and guides for users and administrators
- testing of modules developed with Java and Delphi