Igor PolyakovFrontend Developer



• Moscow, Russian Federation

<u>web@polyakovin.ru</u>

\(+7 (926) 883-6-885

polyakovin.ru

Education

2014 Master Degree
Department of Aerophysics and Space Research
Moscow Institute of Physics and Technology

2010 Bachelor Degree
Department of Aerophysics and Space Research
Moscow Institute of Physics and Technology

Hard Skills

- Computer Science, Math, Physics;
- JavaScript, TypeScript, CoffeeScript;
- React, Angular, Vue;
- ReactNative, Ionic;
- Redux, RX;
- WebPack, Grunt, Gulp;
- CSS, SCSS, Bootstrap 3/4;
- HTML, SVG;
- D3, three (WebGL), Canvas;
- Node, npm, Express, Sails;
- GraphQL, MongoDB, MySQL;
- Bash, Git, Heroku;
- PHP, Python, Ruby;
- Sublime Text, VS Code.

Work Experience

Frontend Developer

Current

Yandex

from January 2019

Development of <u>Yandex.Translate</u> UI/UX and infrastructure; supporting the <u>Translate plugin for</u> <u>Yandex SERP</u>; planning future features for the service; mentoring students of <u>Yandex Frontend School</u>.

Full-Stack Developer

2017-2018

NeuroDataLab

Designed and developed a platform "Emotion Miner" which pays money to users who annotate people's emotions at YouTube video fragments. The platform can also record user's emotions by his webcam while annotating process. The data collected by the platform is now used by emotion recognition API.

Frontend Developer

2016

UCHi.RU

Developed a bunch of interactive lessons for children and some important reusable components. Designed and developed a component's documentation assembler.

Project Manager

2014-2015

Lectorium of MIPT

Organized and managed a working process for creating LaTeX synopses of 400 educational video-lectures.

Scientist, Developer

2012-2016

RSC «Energia»

Development of mathematical models and algorithms of ISS-orientation and aiming of the ISS satellite dish to the retranslating satellite.

Full-Stack Developer

Current from 2010

Freelance

Design and development of web and mobile apps from scratch. Most of them can be seen at my portfolio.

Hobbies

I really love

- simulation and visualization;
- systemization & optimization working and life processes;
- mentoring less experienced developers;
- sharing my knowledge, work results and thoughts via blog platforms;
- travelling around the world;
- reading awesome books;
- playing sax and guitar.