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Oleg Medvedev
Product Web Engineer

📍 **Poland**

About Me

Engineer-IT, j**avascript** programmer with 4 years of **experience in board games development** and 3 years of **experience in web application development** on various technologies. Experience on **VueJS / svelteJS and NodeJS, CI/CD** configuration, setup **LinuxOS & BASH, rapid prototyping of interfaces** and participation in **startups & opensource projects**. **Certified Specialist in Kanban Management (KMP-1),** experience with **Scrum and management30** and very extensive experience using various tools for communication, planning and prioritizing in team.

Experience

Product Web Engineer; *44Games*
Jun 2021 – 2024, Gdańsk, Poland

44Games is a startup focused on developing hybrid methods of **gamifying the learning process** to meet the goals set by the **EDUCATION4.0** standard. Through collaboration with clients, I have gained experience in communicating with **business representatives, NGOs (UNICEF, CARITAS),** and **business communities**. Creating **educational boardgames** enhanced with **web applications and AR technologies** exposed me to unique projects that required a creative approach to **web development** and **solving atypical tasks and visual solutions**. Over the past two years of successful collaboration with colleagues from different industries, I have significantly improved my **communication and leadership** skills.

Responsibilities:
- Designed game mechanics for 17 **educational boardgames** enhanced with **web applications** and **AR**
- Created branding images for **web pages and graphic design** in **Adobe Illustrator**
- **Facilitate two teams** to build more useful **business processes**, resulting in improved efficiency.
- **Managed two teams** of 4 people each, using **Agile methodology, Scrum framework, Kanban method.**
- Development and support legacy web applications using technologies: **VueJs, NodeJS, AWS, WordPressCMS, StrapiCMS,**
- I**mplementation of a training** program for young people aged 16-18, utilizing technologies commonly used in the IT industry: **Git System, Scrum, Kanban Method, Agile methodology, Linux OS**, and the role of the **Product Owner.**

## Frontend developer / Scrum master; *SWD / VL - Web studios*
Jul 2018 – Jun 2020, Minsk, Belarus

Experience working in **web studios** specializing in the development of **online storefronts and web plugins** . As part of my work, I was engaged in creating a variety of **graphic materials for web pages**. And also banners, illustrations and other graphic elements aimed at improving visual perception and brand recognition.

Responsibilities:
- Supporting a team of 6 people in the role of **Scrum master**
- Created branding images for web pages using **Adobe Illustrator**, resulting in enhanced visual appeal and improved **brand recognition**.
- **Interviewed and onboarded** a new team member
- Developed static web pages for clients using **HTML5, CSS3, GulpJS, SCSS, BootstrapCSS and VueJs / SvelteJs**, resulting in improved user experience and increased client satisfaction.
- Identify and resolve errors using debugging tools **Postman, WEBdriverIO, Selenium** and writing **automatic tests** using **JasmineIO, JestIO** - to ensure stable application performance.
- Improving web application performance through code optimization, resource caching, implementing best practices to improve page load speed and overall performance of web projects.

portfolio
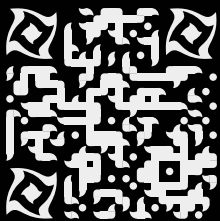
Education

Gamification and Behavioral Design
Yu-kai Chou

Micro and nanosystem technologies
Belarusian National Technical University

Mechatronics,
college of electronics

Management and Leadership
Management 3.0

Kanban system design,
Kanban University

Coaching Skills for Leaders and Managers
Linkedin learning

Skills

Javascript | SvelteJS | VueJS | NodeJS | MongoDB | REST API | AWS | CSS3 | GulpJS | Npm | Yarn
TailwindCSS | Digital design | Boardgames | UI/UX | SocketIO | Scrum | Git | TelegrafJs | HTML5 | C# | Games
BitBucket | NGO | Social activism | Agile | 3D | Kanban | BootstrapCSS | Linux | Agile | Adobe Illustrator