# Onur Kerimov

Frontend Developer

% github.com/onurkerimov    % linkedin.com/in/onurkerimov    ✉ onurkerimov@gmail.com    📍 Willing to relocate

6+ years of experience in web application development. Passionate about applying skills to overcome challenges. I've worked in domains such as **Adtech**, **Low-code editors**, **Forms**, and **HTML5 games**.

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## Experience

### Formsort - New York, NY, USA                                                                May 2020 - April 2023
Frontend Developer (Remote)

Formsort is a specialized content management system for forms, used by enterprises like GoodRx, Calibrate, Candid, FormHealth, Vial. With the Formsort studio, teams can rapidly prototype, deploy and optimize beautiful and secure sign up flows, quoting engines, personalization quizzes, and qualification tools.

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### Adphorus (a Sojern Company) - Istanbul, Turkey                                      October 2019 - April 2020
Frontend Developer

Adphorus is a Facebook marketing platform for enterprises in travel business like Trivago, Kayak, AirFrance, TripAdvisor. Responsibilities included working in multi-disciplinary teams with Scrum methodology, delivering new features, as well as maintaining company's open source projects.

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### Freelance Frontend Developer                                                           July 2018 - October 2019

Worked on projects ranging from landing pages to playable game ads (optimized for mobile) using PIXI for use on Facebook and other platforms. I gained knowledge on the canvas APIs and WebGL, and published open source projects throughout the process.

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## Projects

### xoid                                                                                         2021 - Present

xoid is a framework-agnostic state management library designed for making atomic state approachable. It has React, Vue and Svelte integrations, and it unifies concepts like global state, observable streams, and finite state machines in the same, easy to learn API. (**https://xoid.dev**)

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## Education

### Boğaziçi University                                                                             2012 - 2018
BS. Chemical Engineering

**Programming skills acquired:** C/C++, MATLAB (part of the engineering curriculum), Python (elective)
**Graduation project:** Comparing predictive performances of Lasso, Elastic Net and LARS algorithms

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## Skills

Mainly worked on large-scale projects that use **React** with **TypeScript**, within teams that require async communication. I've worked in **Adtech** (Facebook marketing), **Low-code editors**, **Forms**, and **HTML5 games**. Among my domains of work, I particularly gained startup-building experience on low-code tools. Here are the specializations I've gained over the years:

- Building scalable web apps with a focus on testing
- Building design systems with accessibility constraints
- Visual testing tools such as Cypress, Playwright, and Chromatic
- Build tooling such as Docker and GitHub actions
- State management paradigms

- Implementing complex, custom UI behavior such as drag-and-drop from ground-up
- Authoring internal tooling such as codemods, Babel plugins, and VSCode extensions
- Working with Canvas API and WebGL, with tools like PIXI and ThreeJS

### Other Skills

`Photoshop` `Illustrator` `InDesign` `After Effects` `Microsoft Office` `Visual Studio`

`Arduino` `EAGLE` `FreePCB` `FL Studio` `Ableton Live` `PureData` `SketchUp`

## Languages

**English** (Advanced)
**Turkish** (Native)
**German** (Basic)

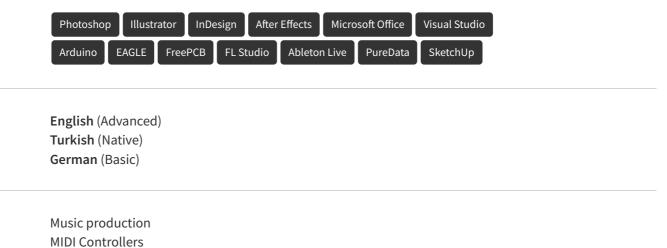## Interests

Music production
MIDI Controllers
Books

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