Onur Kerimov

Software Engineer (JavaScript)

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7+ years of experience in web application development. Domains I've worked in are **Adtech**, **Low-code**, **Forms**, and **HTML5 games**. I'm passionate about applying skills to overcome challenges.

Experience

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

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.

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

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.

Freelance Frontend Developer   July 2018 - October 2019

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

Projects

xoid   2021 - Present

xoid is a framework-agnostic state management library designed for simplicity and scalability. It can handle global state, local component state, observable streams, and finite state machines in an easy to learn API. It currently offers React, Vue and Svelte integrations. (**https://xoid.dev**)

Skills

Mainly worked on large-scale projects that use **React** with **TypeScript**, within teams that require async communication. I have strong knowledge of **CSS** and native browser APIs. Among my domains of work, I particularly gained startup-building experience on low-code editors. Here are my specializations:

- Building design systems with a11y constraints
- Authoring a customizable drag-and-drop library from ground-up
- State management
- Using visual testing tools such as Cypress, Playwright, and Chromatic
- Using build tooling such as Docker and GitHub actions
- Authoring internal build tooling such as codemods, Babel plugins, and VSCode extensions

Other Skills

Photoshop | Illustrator | InDesign | After Effects | Microsoft Office | Visual Studio
Arduino | EAGLE | FreePCB | FL Studio | Ableton Live | PureData | SketchUp

| **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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Languages

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

Interests

Music production
MIDI Controllers
Books