

Pavel Komiagin

Software Engineer

Moscow, Russia / linkedin.com/in/pavelkomiagin / github.com/pavelkomiagin

I have large hands-on experience efficiently architecting, coding, and testing web apps. I'm language agnostic and believe in choosing the right tool for the job. I mostly work with the frontend and love to create beautiful interfaces, as well as internal tools to increase the productivity of myself or colleagues. Most time in my career I work on EdTech projects.

Experience

Frontend Team Lead, Netology

October 2021 - Present

One of the Top 3 most profitable companies in EdTech of Russia

- Lead and manage a team of 6 developers, QA, and designers to quickly test product hypotheses
- Apply engineering principles and best practices, and spread them across teams
- Play a Scrum-master role in the team

Senior Frontend Developer, Netology

February 2017 - October 2021

- Architected and implemented an internal visual page builder to create and edit landing pages (like Tilda, Webflow, etc.). That allowed content managers to create tens of pages with almost no developers involved. As a result, it saved about 80 hours of developer work every month
- Decreased an initial render time up to 5x times by applying a lazy loading and chunking practice for critical pages
- Developed a tool for monitoring and reserving a staging server for tasks, which decreased by 90% of the time to figure out where to deploy changes
- Implemented tools for quick A/B tests. This reduced the hypothesis testing time by 25% and increased confidence in the correctness of the result
- Evaluated over 1,000 diplomas projects for online JS and HTML courses as an invited expert
- Reviewed pull requests on Stash/Github and mentored junior developers

Frontend developer, Netology

February 2015 - February 2017

- Architected and implemented new features of a custom video streaming platform, such as drawing over PDF content, the ability to create polls, and a system of likes/dislikes. That led to increasing student engagement by 25%
- Increased interface performance by 2 times by migrating from Backbone to React
- Optimized code in critical places, which led up to a 20x increase in performance in case of rewinding video or increased user activity (frequently chat update, connect/disconnect users, switching tabs with different content)
- Implemented a SCORM-compatible version of the short video courses for use in Learning Management Systems (such as Moodle, Competentum, etc.)

Frontend Developer (remote part-time work), The.travel

March 2013 - January 2015

The.travel is an assistant in planning your trip to the United States (closed now)

- Developed a frontend for prototype and the first release of site
- Implemented integration with social networks and Google Maps
- Tested all functionality and optimized site loading speed

Software Engineer, OrangeApps

March 2012 - January 2015

One of the top developers of mobile and social games

- Took a part in the development of top-rated games for social networks (e.g. <https://apps.facebook.com/piratetreasures>) using Backbone.js and a custom game engine. This game had an audience that had grown from 0 to more than 3,000,000 people
- Developed an engine for Match 3 games based on a Backbone.js framework. Migration from HTML to Canvas increased performance by x2
- Developed "Player vs Player" games using Node.js and WebSockets. Optimized code for a more stable connection between them. It was up to 10,000 simultaneous sessions

Skills

TypeScript
JavaScript
HTML + CSS
React
Next.js
Node.js
Jest, Testing Library
CI/CD

Education

South Ural State University (Chelyabinsk, Russia)

Master of Computer Science (Database Technologies)
2011 – 2013

Chelyabinsk State University (Chelyabinsk, Russia)

Bachelor of Applied Mathematics and Computer Science
2007 – 2011