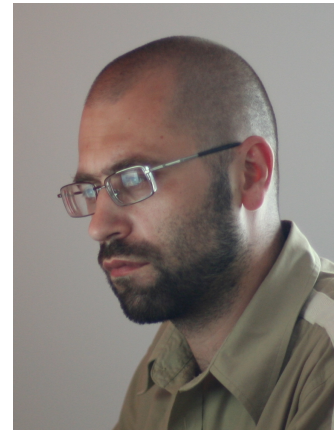# PAVLO BLAZHYIEVSKYI

Location: Krakow, Poland
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ABOUT ME:

- I have a huge experience of work with leading technology and advertising companies in Poland, Ukraine, and other countries: William Hill, Leo Burnett, Ogilvy, Red Keds.
- I have a long-lasting history of game developing using different technologies.
- Working in research and development teams and I developed unique products, using cutting-edge technological solutions.
- I have an experience of developing using a full stack of web technologies.
- I have an experience of work with remote and distributed teams using Scrum and other agile methodologies.

LINKS

- Portfolio
- Articles on Medium for the Grand Parade

KNOWLEDGE:

- **Common** – I have a strong knowledge of the software design patterns and OOP principles but have a strong predisposition to a functional approach and deep problem analysis.
- **JavaScript/TypeScript** – Strong knowledge of the ES5/ES-Next, as well as TypeScript. Solid experience of using ReactJS/Redux and Backbone/Marionette stack. Game developing using PIXI. Moderate experience of developing a server-side using Express.
- **HTML, CSS/SASS** — Strong knowledge of CSS/SCSS, experience of using various HTML5 API.
- **Testing** – Good knowledge of BDD/TDD principles. Experience of testing with Jest/Enzyme and JasmineJS.
- **Python** – Mostly used for internal projects and tools. Limited experience of doing back-end in Django and Flask frameworks.
- **Scheme, Clojure/Clojure.js** — Basic knowledge, used for private pet projects only.
- **SQL/NoSQL** – Moderate knowledge of MongoDB, SQLite and MySQL. Used in Android, Python and Node applications.
- **Java** – The outdated experience of developing desktop and Android applications.
- **ActionScript** – Strong knowledge. Huge experience of a game and visual projects developing.
- **Tooling —**
    - **git/mercurial** – Strong knoweledge and a daily usage experience.

- **JenkinsCI**, **Gitlab CI**
- **make, ant, grunt**
- **Docker** — sufficient level for a developer's needs.
- **Jira, Redmine**

- **Operation systems:**
  - **Linux** – The advanced user. The main OS since 2001 (Red Hat, Gentoo, Arch).
  - **Mac OS** – Use at the office since ages till present time.
  - **Windows**

EXPERIENCE:

2017.10 —
Grand Parade
  - Poland, Krakow, https://www.grandparade.co.uk

Position:
  - Senior software developer

Responsibilities:
  - I've developed a reference modular application architecture. The demo application consists of React/Redux/Redux-saga front-end and back-end based on Express.js
  - Drove the process of establishing good architectural/developing practices.
  - Developed cross-company internal tooling. I've developed stand-alone node applications for a change-log generation, code-quality control etc as well as babel and post-CSS plugins for internal usage.
  - I took an active part in the development of a cross-company library of React components. Styling was originally developed using SASS and migrated later on CSSinJS library Emotion.
  - I participated in developing a user-journey validation service. The service written in TypeScript and GraphQL consists of sets of rules specific for different jurisdictions that all user input has to be validated on front-end as well as on a back-end. And a node.js AWS hosted web-service to validate user input in any form against specific rules.
  - Mentored less experienced developers.
  - Wrote documentation and technical articles for the company page on Medium. https://medium.com/grand-parade

2016.06 – 2017.10
Yggdrasilgaming
  - Poland, Krakow, http://yggdrasilgaming.com

Position:
  - JavaScript game developer

Responsibilities:
  - I've developed more than five games, which includes client-server communication, game logic and visual and audio effects. In development, I used an internal JavaScript framework and WebGL library PIXI, Create.js and TweenMax.
  - I developed JS/SASS framework to display game rules and legal information.

- Mentoring and support less experienced developers.

2008.01–2016.05
Studio7, digital production
- Ukraine, Kiev, http://studio7.ua

Position:
- leading front-end developer

Responsibilities:
- Developed a lot of HTML5 promotional single-page applications using React and previously Backbone/Marionette frameworks.
- Developed a few javascript games using Crafty framework.
- Developed a many web games flash RobotLegs MVC framework.
- Developed a few small/medium size websites using Django and Flask python frameworks.
- Supervised outsourced front-end projects.
- Developed internal tools using python.

2006.01 – 2008.01
Internet magazine Posnayka
- http://posnayko.com.ua

Position:
- Flash-developer, designer, illustrator

Responsibilities:
- Developed educational flash games using an own Adobe Flash framework.

EDUCATION:

South Ukrainian State University, "Graphics and Arts" Institute. Masters of Arts. Specialty: Panel painting.

LANGUAGES:

English:	advanced (C1)
Polish:	advanced (C2)
German:	beginner (A2)
Ukrainian:	fluent
Russian:	native speaker

HOBBIES:

- Computer technologies
- Linguistics
- Visual arts