PAVLO BLAZHYIEVSKYI

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ABOUT ME:

- My strong side is a vast experience. I worked for different companies, often in R&D teams, and did things not many developers tried: application UI, made totally on the raw Canvas for the current company, library to render WebGL shader effects inside react components for the previous one, sound editor in JavaScript, all kinds of small games, etc. The last fun thing I've done is an introductory demo course of game-dev programming for 8-bit computers in assembler language for fellow coworkers.
- I am one of the early adopters of React, tried Angular and Vue for smaller projects but wouldn't say I am a fan of any technology, for me, they are just a tool you have to know to achieve a result.
- I worked with leading technology and advertising companies in Poland, Ukraine, and other countries: Revolut, William Hill, Leo Burnett, Ogilvy, etc.
- Even though I strongly prefer colocated team I have experience of work with remote, huge, and highly distributed teams. I'm not a certified Scrum master, but I'm a strong scrum believer if it is done right.

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. Limited experience in Angular an Vue. 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.
- **GraphQL** — Limited experience.
- **Testing** – Good knowledge of BDD/TDD principles. Experience of testing with Jest/Enzyme/Testing library and JasmineJS.
- **Python / GO** – 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.
- **ActionScript** – Strong knowledge. Huge experience of a game and visual projects developing.
- **Java** – The outdated experience of developing desktop and Android applications.
- **Tooling** —
  - **git/mercurial** – Strong knoweledge and a daily usage experience.
  - **Gitlab CI**, **JenkinsCI**
  - **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, Void).
  - **Mac OS** – Use at the office since ages till present time.
  - **Windows**

EXPERIENCE:

2019.04 —
Revolut ltd
- Poland, Krakow, https://revolut.com

Position:
- Senior web software engineer

Responsibilities:
- As a part of the fin-crime team, I develop internal tools to facilitate fin-crime agents investigation of potential criminal activities. The main requirement of those tools is to be reliable and highly optimized for UX and performance, as one second delay leads to waisting time of agents.
- I drive the process of establishing good architectural/developing practices.
- As the only senior front-end developer in the KYC part of fin-crime my responsibility is to make and control architectural decisions in that part of a project and supervise UI/UX design of tools being built.
- As a part of a cross concern team I participate in designing API and architecture of client/service communication
- Another part of my daily workload is to be a functional manager and a mentor for less experienced developers.

2017.10 – 2019.03
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