

Maksym Portianoi

Software engineer

About me

I am a software engineer with a passion for UX and a grain of curiosity. Specialized in front-end development, I bring a creative and detail-oriented approach to improving user experience. When not coding, I indulge in outdoor activities, board games, and music.

portimaksym.com

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(226) 224 7547

Toronto, ON

Experience

Software engineer @ Kong

January 2023 - Present, Remote

As an engineer focused on UI and UX, I play a key role in enhancing our cloud platform at Kong. My notable accomplishments include:

- Led a major refactoring of our open-source UI components library, implementing design system standards and best practices to ensure consistent and reusable components across different projects
- Developed a custom linting plugin to maintain high code quality standards, significantly improving the codebase's maintainability
- Played an instrumental role in the successful rollout of a major new feature that broadens our product's capabilities. As the primary front-end developer, I ensured the timely launch of a viable initial product

Software developer @ Altus Assessments

November 2021 - December 2022, Remote

At Acuity Insights, I contributed to both front-end and back-end development with a focus on system optimization and codebase improvement. Key accomplishments include:

- Spearheaded the improvement of system monitoring, conducting in-depth metric analysis during various load conditions to implement alert systems. This allowed the team to transition from an active monitoring model to an on-call system during high-demand hours
- Helped refactor our code from Node.js to TypeScript, making it easier for the team to maintain and improve the codebase
- Served as a reliable team player, frequently collaborating on cross-functional initiatives and fostering a culture of knowledge-sharing within the engineering team
- Aided in fixing urgent issues, contributing to stable system performance during busy times

Software engineer @ The Rumie Initiative

May 2019 - November 2021, Toronto

As a part of the Rumie development team I was involved in several projects. My key accomplishments include:

- Creating analytics section of a web application using CubeJs and ExpressJs and seamlessly integrating the solution in existing VueJs front-end
- Delivering front-end portion for internal staff portal (REST API-driven Nuxt VueJs application)
- Rapid ground-up development of a complex platform for real-time collaborative creation of unique learning experiences (Nuxt VueJs and Firebase application)

Education

Interactive Media Design, Fanshawe College

Jan. 2018 - Apr. 2019, London ON

Computer Science, Sumy State University

Sep. 2015 - June 2019, Sumy, Ukraine

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Projects

Pandus

pandus.co

At my previous role, I spearheaded the development of a rich text-editor using tiptap and ProseMirror for a microlearning course authoring platform, which inspired me to launch Pandus—a platform designed to amplify team knowledge sharing. I crafted the brand's visual identity, seamlessly transitioning designs from Figma to a live application. Technically, I resolved challenges with repetitive data synchronization across a non-relational database, optimized cold starts for cloud function-hosted services, and introduced a universal notification system catering to both in-app and email channels.

Other

Volunteering at VueConfTO

Volunteered at VueJs Conference in Toronto in October 2019.