





Matvey Ryabchikov

Full Stack Developer

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Technical Skills

Programming Languages:  TypeScript,  JavaScript,  Rust.

Frontend Development:  React,  Vue,  Svelte,  Solid, HTMX,  Alpine.js,  Tailwind CSS,  Next.js,  Remix,  SvelteKit,  Astro,  React Native,  Expo,  Electron,  Tauri.

JS/TS ecosystem:  Fastify,  Hono, Elysia,  Prisma, Drizzle,  tRPC,  Cloudflare Workers.

Other Technologies:  Docker,  Git,  GraphQL,  SQL, WebSockets,  REDIS,  Linux.

Work Experience

Freelance Web Developer

2018 - 2021

Delivered high-quality services, managed end-to-end web development projects for clients from all over the world.

Full Stack Developer

2021 - 2022

Company: SPWorlds // One of the biggest Minecraft Server Networks in Russia

Led a small team developing and maintaining an interactive web application. Moved the project through breaking changes. Designed a public API and an npm library. Worked with TypeScript, SvelteKit, Tailwind.

Full Stack Developer

2022 - 2023

Company: Vmeste // A startup with a mission to connect Russians living abroad

Migrated an old node.js + React codebase to a modern stack (TypeScript, Next.js, tRPC, Tailwind CSS). Rapidly delivered new features to both backend and frontend. Convinced the team to use Tailwind CSS.

Senior Full Stack Developer

2023 - Present

Company: Finally Founding // Dev Agency working with US-based startups

Delivered multiple unique projects. Improved app performance by removing heavy dependencies. Worked with React, Next.js, Tailwind, React Native.

Open-Source Projects

Ronix ([GitHub](#)) - Linux music player and library manager

My FAQ Page ([GitHub](#)) - An FAQ Page generator web app

UnoPack ([GitHub](#)) - Minecraft modpack bundler

I'm a frequent open-source contributor, I contributed to [create-t3-app](#), [next.js](#), [module-replacements-codemods](#), and multiple other open-source projects.