

Aleksei Savelev

SOFTWARE DEVELOPER

✉ savelichalex93@gmail.com | 🌐 savelichalex

Key areas of expertise

Web frontend development (React, Next.js)

Cross-platform mobile applications (ReactNative)

End-to-end feature ownership, from planning to production

Technical Skills

Languages TypeScript, Objective-C, Java

Platforms macOS, iOS, Android

Tools Git, Terraform, Docker

Frameworks ReactNative, Expo, Next.js, Cloudflare

Experience

Frontend developer

Apr 2024 - Present

Molecula.io (remote)

<https://molecula.io>

Technologies - Next.js, TypeScript, Terraform, Cloudflare.

Joined Molecula at the earliest stage, when there was no frontend at all — no codebase, no infrastructure, no production app. I took full ownership of building the MVP from the ground up: picked the stack, set up deployments and infrastructure (via Terraform and Cloudflare), and built the entire client-facing app solo.

Worked closely with the designer and stakeholders to figure out what we were building — often shaping the feature scope and filling in gaps myself to keep things moving.

After the MVP, I followed through on both the public marketing site and the next version of the app, again taking each project from zero to production.

Indie Projects

Jul 2023 - Apr 2024

Myself

<https://vikapoledance.pro>

Technologies - Expo, TypeScript, Next.js, Stripe, Paddle, Cloudflare, DatoCMS, Supabase.

Took a break from company work to explore entrepreneurship. Built a mobile app startup from scratch — handled everything from product design to implementation and deployment. While the app itself didn't take off (classic early-stage founder mistakes, especially around validation), it was a major learning experience in product thinking, decision-making under uncertainty, and technical ownership across the entire stack.

Also teamed up with my wife to build a website for her online courses — took care of the frontend, payment integration, and deployment. That project reached it's audience and turned out to be a small but clear success.

Software developer

Sep 2022 - Jun 2023

Loóna (remote)

<https://loona.app>

Technologies - ReactNative, TypeScript, Objective-C, Java.

Joined a team with a strong experimentation culture, where product decisions were heavily driven by data and iteration. It was the first time I truly experienced what it means to own a feature end-to-end — from idea shaping to final delivery — while working closely with product managers, designers, and QA.

This role taught me how to navigate uncertainty, clarify requirements early, and stay accountable through fast-paced, collaborative cycles.

Software developer

Nov 2019 - Aug 2022

EverX (former Tonlabs) (remote)

<https://everx.dev>

Ever Surf

<https://ever.surf>

Technologies - ReactNative, TypeScript, Objective-C, Java.

Joined a product-focused company where I shifted from just building features to thinking holistically about the product. My goal was to make a real impact — not only by improving UI and performance, but also by understanding how users interacted with the app and what we could improve.

Worked on Ever Surf, a cross-platform Everscale blockchain client (iOS, Android, Web). With over 90% shared codebase between mobile and web, I often dived into React Native internals to work around platform limitations and ship quality updates.

Design system

<https://uikit.ever.surf>

Technologies - ReactNative, TypeScript, Objective-C, Java.

Also initiated and led the development of an internal Design System—a project I was passionate about to bring consistency and efficiency to UI development. However, I later realized that the design system introduced friction for fast-paced experimentation; for example, our PM hired a dedicated developer just to handle rapid landing page experiments because changes in the design system slowed down that process. This experience taught me the importance of balancing structure with agility in product teams.

Software developer

Jan 2017 - Nov 2019

EPAM Systems, St. Petersburg, Russia (remote)

<https://epam.com>

Technologies - React, ReactNative.

Worked on multiple projects in a large enterprise environment. Gained experience collaborating with diverse stakeholders and managing project requirements across teams.

Frontend software developer

Jul 2016 - Dec 2017

OOO "CNS", Moscow, Russia (remote)

<https://domclick.ru>

Technologies - React, Redux, Docker.

Contributed to mortgage service frontend development at my first enterprise-level company. Learned agile processes and the importance of frequent releases and quality assurance.

Frontend developer

Jun 2015 - Jun 2016

Calvera, St. Petersburg, Russia

<http://calvera.su>

Technologies - JavaScript, Backbone, Marionette, virtual-dom.

Junior role where I rapidly grew technical skills and learned to take ownership

Junior software developer

Jan 2014 - April 2015

ICreative, Omsk, Russia

Technologies - JavaScript, PHP.

My first job in a team. I was a junior developer and learned a lot from my colleagues.

Education

UNIVERSITY

Irkutsk State University of Railway Transportation

Sep 2009 - Jun 2014

Engineer