Sergiy Tymoshenko

I'm software engineer, designer and manager. I'm a generalist, because I believe I can design and implement better systems when I understand how they function from top to bottom. So I keep learning as much as I can about UX, UI, business, programming, marketing, management and things in between.

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Experience

2023–
Department Lead @ Evolution, Tallinn, Estonia
Software engineering management.

2022–2023
Lead Frontend Engineer @ Evolution, Tallinn, Estonia
People management and software development for games.

2020–2022
Frontend Engineer @ Evolution, Tallinn, Estonia
UI for Live Casino and 3D games, internal and external products maintenance.

2017–2020
Frontend Developer @ Neotech Development OÜ, Tallinn, Estonia
Porting legacy frontend monolith into performant SPA on top of component system.

2015–2016
Frontend Developer @ Ecodery, Ternopil, Ukraine
Web client, marketing support and internal tools for a messenger app.

2010–2014
Web Developer and Designer @ Brilliant Group, Ternopil, Ukraine
Turnkey solutions for business automation. Frontend, design and backend.

2008–2010
Head of IT Department @ Ukrainian-Dutch Faculty, WUNU, Ternopil, Ukraine
Resources and team management, system administration and education support.

2007–2008
Graphic Designer @ DX-Studio, Rivne, Ukraine
Design and production of advertising and industrial silkscreen.

2003–2004
Web Master @ WebManager-Pro, Kyiv, Ukraine
Web design, PSD to HTML + PHP, content management and customer service.

Principles

Crafting with artistry and character. Sharing lessons learned the hard way. Paying it forward. Experimenting along the way. Advocating for others. Calling out harmful practices and bias. Protecting attention and safety.

Skills

Design

I started my career doing design. I'm comfortable with Photoshop, Illustrator, Sketch and Figma, and prefer to prototype on paper. I love text, typography and presenting information. Whatever I design, the result will be in a form of information system. I'm especially good at mixing design with code.

Software development

My developer expertise lies mostly in frontend area, with several detours to backend and iOS. I have deep knowledge of CSS, pre- and postprocessors, understand most of popular conventions, but prefer utility-first over others. I'm good with JavaScript and TypeScript, in browser and within Node and Deno runtimes. I'm comfortable with React and Vue.js, okay with framework-agnostic approach and built couple of own projects that way. I have worked with PHP and MySQL, can spin up a project using Ruby on Rails, used Java and Scala a bit. Recently I peeked into Swift and Lua.

Management and leadership

I'm familiar with PMBOK, Lean and Agile, worked within Scrum and Kanban metho-dologies, but prefer FFF and ShapeUp where applicable. I've managed several teams of network and software engineers, led development of internal and external projects. Currently I'm leading frontend department within three cross-functional teams.

Superpowers

FAVORITE TOOLS

I see the way how yet non-existing things should work.
I see amplification points in existing things.
I name things very precisely.
I do care.

```
TypeScript
TailwindCSS
Sketch
vim
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Education

Master Degree in Computer Science at West Ukrainian National University. Specialty "Software for Automated Systems". Graduated in 2007.