

# Sergiy Tymoshenko

I'm enthusiastic and self-motivated engineer and designer with passion for lifelong learning and leadership ambitions.

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## Experience

2022–

**Lead Frontend Engineer @ Evolution, Tallinn, Estonia**

People and engineering management, software development for games.

2020–2022

**TypeScript 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**

PSD to HTML + PHP, content management and customer service.

## Education

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

# Skills

## Design

I started my career doing design. It comes pretty naturally to me. I'm comfortable with Photoshop, Illustrator, Sketch and Figma, and prefer to prototype on paper. I love 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.

## Management and leadership

I've managed several teams of network and software engineers, led development of couple small-to-medium internal projects. I'm interested in further development in management direction.

## HTML

### FAVORITE TOOLS

I could use more work on ARIA roles and microdata, but generally I'm pretty good at this. I know semantic markup, understand how browsers and network work. I'm familiar with modern HTML/CSS frameworks and prefer creating UI component systems from scratch.

TypeScript  
PostCSS  
Sketch  
Neovim

## CSS

I have deep knowledge of CSS and preprocessors, and prefer SASS over LESS. I've used PostCSS and CSS modules a lot lately. I understand most of popular CSS conventions, but prefer BEM and "utility-first" approach over others.

## JavaScript and TypeScript

I'm very good at vanilla JS, ESnext and TypeScript. I can use OOP as well as functional concepts, design patterns. I've used JS/TS for backend, with both Node.js and Deno.

## Frontend frameworks

I'm comfortable with Vue and React. I understand core concepts, can setup data flow and build components library from scratch, know their advantages and limitations. I haven't worked with Angular a lot due to conceptual disagreement, but understand how its scope and dependency injection works. I'm okay with framework-agnostic approach too, and built couple of own projects that way.

## Other technologies

I have worked with PHP and MySQL, can spin up a project using Laravel or Ruby on Rails, used Java and Scala a bit. Recently I dived into Swift and Lua.

## Superpowers

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