



Leonid Trofymchuk

JavaScript/TypeScript Developer

Responsible, sociable, quickly mastering new information.



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Riga, Latvia



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WORK EXPERIENCE

► JavaScript Lead Engineer

Evolution Gaming

06/2016 – Present

Latvia

Live Stream Video Game Provider

Achievements/Tasks

- ✓ JavaScript Development
- ✓ Interview Conducting
- ✓ Newcomers Mentoring
- ✓ Evolution Gaming – Infinite Blackjack ([link](#))
- ✓ Evolution Gaming – Blackjack ([link](#))
- ✓ Evolution Gaming – Crazy Time ([link](#))

evolutiongaming.com

► JavaScript/Flash Developer

Exadel

02/2013 – 06/2016

Ukraine/Latvia

Global Custom Software Development

Achievements/Tasks

- ✓ ActionScript 3.0 Development
- ✓ Interview Conducting
- ✓ Evolution Gaming – Immersive Roulette ([link](#))
- ✓ Evolution Gaming – Baccarat Pro ([link](#))

exadel.com

► Flash Developer

Metecol

09/2011 – 02/2013

Ukraine

Scientific Research Company

Achievements/Tasks

- ✓ ActionScript 3.0 Development
- ✓ Flash-AIR Virtual Simulators ([link](#))

metecol.com.ua

TECHNICAL SKILLS

► Programming Languages

Languages: JavaScript (TypeScript/ESNext), HTML5, CSS3.0, WebAssembly, Rust, ActionScript 3.0.

Paradigms: FP, OOP.

Design Models: DUCKS, MVC.

► Development Kit

Libraries/Frameworks: React, Redux, MobX, Canvas/WebGL, PIXI.js, WebSocket, Angular, node.js, express.js, nw.js, GreenSock, ESLint, Jest, enzyme, Mocha, Cucumber, Selenium, Stage3D, RobotLegs, Alternativa3D, Starling.

Tools: npm, yarn, webpack, git, docker, jenkins.

IDE's: IntelliJ IDEA, Atom, VS Code.

Design: Adobe Photoshop, Adobe Illustrator, Autodesk 3ds Max.

EDUCATION

► Applied Physics – Master Degree

Nizhyn Gogol State University

09/2006 – 06/2011

Ukraine

Faculty of Physics and Mathematics

LANGUAGES

Ukrainian
Native

English
Upper-Intermediate

INTERESTS

coding guitar sports gaming

With a Master degree of Physics and Mathematics Faculty I started learning of information technologies by myself (especially Flash technology in 2011), and as result got a job in game development with ActionScript 3.0.

In 2014 I became interested in JavaScript/HTML5. Began to learn Javascript ecosystem on "egghead" and "udemy" resources. And later was able to develop React applications written on TypeScript.

In 2016 I moved to Latvia to work at Evolution Gaming(live stream casino games) as Flash/JavaScript developer. At the begin I was maintaining the codebase of flash games and later migrating them from ActionScript to JavaScript/HTML5.

Currently I work as Javascript Lead Engineer and my responsibilities include:

- Work with team which consists of frontend, backend developers and a QA engineers.
- New JavaScript game projects development. Including both desktop and mobile platforms. Using dynamic code and assets loading for the best performance and flawless user experience on correspond user devices.
- Support products on different mobile platforms and browsers - applications should work perfect as on cheap and low performant phones and tablets as well on the modern and trend iOS and Android devices.
- Implement crazy ideas of UX designers using all possible technologies - CSS3.0, SVG, Canvas, WebGL.
- Frontend - backend API negotiation.
- Test coverage - unit tests, integration tests, visual(screenshot) tests, contract tests, e2e tests.
- Integrate hardware with node.js applications(serial port, TCP socket, etc).
- Deliver to production new features and other improvements for our products.
- Improve Javascript application performance - eliminate redundant memory allocation, use GPU acceleration for UI animation, optimize graphics/sound assets, reduce application loading time, improve client-server and video latency.
- Care of other JavaScript developers, help to resolve their problems, understand their strength and weakness and advice directions for improvements.
- Participate in hiring process, review test assignments, conduct interview for external developers and candidate evaluation. Help to onboard new developers.

I enjoy working on game projects that require me to work outside my knowledge, and continuing to learn development techniques.