



SUREN HAKOBYAN

Frontend Software Engineer

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ABOUT ME

I'm a dedicated Frontend Software Engineer with a Bachelor's degree in Informatics and Applied Mathematics from Yerevan State University. With a strong background in JavaScript, React, TypeScript, and Redux, I specialize in creative problem-solving. I excel in manipulating Images/Videos using Canvas element with Konva.js and Fabric.js. My expertise extends to various modern libraries for State Management, UI Development, Desktop Applications, Mobile Apps, and Tests. Additionally, I have extensive experience in team leadership, conducting code reviews, mentoring team members, and optimizing team efficiency.

Experience

JobLeads

Frontend Software Engineer

Hamburg, Germany | Remote

07/2024 - Present

Development of a **Job Search** platform with **Vue 3**, in the team of **Resume World**, which is mainly responsible for **AI Resume Builder** and **Resume Review**.

<https://www.jobleads.com>

- Integrated AI-driven features for Resume Review and Resume Builder, enhancing the user experience and improving resume optimization.
- Collaborated closely with cross-functional teams, streamlining the product development process and aligning business and technical goals.

Simplified

Frontend Software Engineer

San Francisco, United States | Remote

11/2021 - 07/2024

Development of an online **AI Photo/Video Editor**. (worked with Canvas element - **Fabric.js**)

<https://app.simplified.com/design>

- Successfully collaborated with the team to implement complex and critical components of the application, ensuring seamless integration and functionality.
- Responsible for the development and maintenance of the AI Photo/Video editor part of the application, ensuring adherence to project timelines and quality standards.
- Conduct daily code reviews to maintain code quality, identify potential issues, and ensure consistency and best practices across the codebase.
- Work closely with the CTO to prioritize tasks and allocate resources effectively, ensuring alignment with project goals and objectives.
- Mentor junior team members, providing guidance and support in understanding complex technical concepts and best practices in frontend development.
- Manage and coordinate complex project tasks, including the planning, execution, and delivery of key features and functionalities within the AI Photo/Video editor.
- Collaborate with cross-functional teams to gather requirements, design solutions, and implement features that meet user needs and business objectives.
- Continuously research and evaluate new technologies and frameworks to enhance the capabilities and performance of the AI Photo/Video editor, staying up-to-date with industry trends and best practices.

ENKE Systems

Frontend Software Engineer

New York, United States | Remote

03/2021 - Present

In ENKE Systems I worked as an *outstaffed* Engineer for **Warner Music Group**.

- Directly communicated with ENKE clients to get correct Business requirements and translate them into technical requirements.
- Contributed to 3 projects from initial setups to production deployment, and support phase.
- Participated in initial setup and architecture planning for the projects, working closely with team leads and stakeholders to define requirements and establish project frameworks. Also, worked with DevOps to have a clear setup of CI/CD.
- Participated in code reviews, ensuring code quality, adherence to best practices, and alignment with project requirements and standards.
- Developed frontend applications using React, Redux, TypeScript, Material UI, and other relevant technologies, implementing UI components, SCSS modules, and ensuring responsive design.
- Conducted regular meetings and status updates with project stakeholders, providing progress reports, addressing concerns, and ensuring project milestones were met on time and within budget.
- Conducted unit testing and test automation to ensure the reliability and stability of applications.
- Provided ongoing support and maintenance for deployed applications, including troubleshooting, bug fixes, and implementing enhancements as needed, during the contracted support period of 4-6 hours per month.

Experience

Picsart

Yerevan, Armenia | Hybrid

Frontend Software Engineer

03/2019 - 11/2021

Development of an online **Creative Photo Editor** since product creation from scratch. (worked with canvas element - **Konva.js**). Also developed 5 mini-applications for the WeChat platform.

<https://picsart.com/create>

- Successfully developed and deployed 5 WeChat mini-applications, contributing to the expansion of Picsart's presence on the WeChat platform and enhancing user engagement.
- Played a pivotal role in the development of Picsart's Creative Photo Editor as part of a development team, utilizing Canvas element with Konva.js library and modern frontend technologies such as React, Redux, TypeScript, and ReactJS.
- Actively participated in team meetings, code reviews, and sprint planning sessions, providing input, troubleshooting code issues, and aiding in problem-solving.
- Developed frontend components and features for Photo Editor as part of the team, contributing code, implementing functionalities, and adhering to project guidelines.
- Collaborated closely with cross-functional teams, including QA, Designers, and Developers, to coordinate project tasks, address feedback, and ensure successful project delivery.
- Adapted to changes in project management methodologies, such as transitioning from Kanban to Scrum, and adapted to the evolving needs of the project and team dynamics.

Freelance / Contract / Volunteer Projects

Remote

Frontend Software Engineer

2018 - 2024

I did a lot of freelance/contract/volunteer projects, below is the list of them.

- **Stihi, CW** - Blockchain and cryptocurrency-based project, crypto exchange | React, MobX, Axios, Quill, EOSJS, SCSS, Styled Components
- **Factoring, Hellopay** - CRM and CMS based projects | React, Redux, Tailwind CSS, Material UI, Recharts, React-Hook-Form
- **Sberbank** - Fintech, Online School, big team | React, Effector.js, Storybooks, GraphQL, Chart.js, Apollo Client, SCSS
- **Edi-Real** - Multiplatform desktop/web/mobile application about Real Estate | Big Data, React, Electron, React-Native, Redux, Redux-Form
- **Dats** - Gambling projects | React, Redux, Next.js, TypeScript, Axios, Lodash.js, SCSS, Core UI
- **Boo** - Multiplatform applications | C++, QT QML, WebAssembly, Maps, Leaflet.js, React, Electron
- **Arbrug** - 3D Printer App forked from Ultimaker Cura | Python, QT QML, React

Skills

- **Main** - JavaScript, TypeScript, React, Vue, Canvas (2d), Redux, Next.js, Nuxt.js, Qt QML
- **HTML5 Canvas** - Konva.js, Fabric.js, Image/Video Processing
- **State Management** - Redux, MobX, Zustand, Recoil, Effector.js, Vuex, Pinia
- **UI Components** - Material UI, Chakra UI, AntDesign, Vuetify
- **Styles** - CSS, SCSS, SASS, LESS, Styled Components, Tailwind CSS, React JSS
- **Git** - (Github, Bitbucket, Gitlab)
- **Tests** - Unit, Integration, E2E, Cypress, React Testing Library, Vitest, Jest
- **Multiplatform** - Electron.js, React Native, QT QML, Mini Apps
- **Other** - WebAssembly, GraphQL, Apollo Client, Apache Superset, Chart.js, Apache Echarts, Maps, Lodash.js, Moment.js, Leaflet.js, Next.js, Axios, Quill, Node.js, Express.js, Firebase, WebSocket, Storybooks, Redux-Form, React-Hook-Form, Blockchain, Optimizing Performance, Algorithms, Data Structures, Big Data, Code Refactoring, Code Review, Linux, Object-Oriented Programming (OOP), Scrum, Kanban, Interpersonal Skills, Time Management, Team Management

Education

Yerevan State University

Yerevan, Armenia

Bachelor of Informatics and Applied Mathematics

2013 - 2020