Roman Vinokhodov | Senior Frontend Engineer

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Senior Frontend Engineer with 5+ years of experience in building scalable web applications using React and Vue. Skilled in leading features from design to production, developing internal libraries, improving team processes, and mentoring developers. Interested in frontend architecture, Web3 and backend(Go).

EXPERIENCE (5 years)

Avito tech (Moscow, Russia)   Jul 2023 - Now

Internal tools for Avito employees to automate workflows and reduce operational time.

Responsibilities:

- Led development of both small (1-sprint) and large (quarterly) features end-to-end.
- Designed architecture, performed library research, and prepared technical solutions for TDR.
- Participated in code reviews, wrote tests following the testing pyramid principles.
- Reduced technical debt and improved delivery speed.
- Served as Scrum Master to support process improvements.

Achievements:

- Designed and built a new internal services from the ground up, defining the architecture, selecting the tech stack, and establishing development practices for the team
- Drove the adoption of Storybook for component development, creating a local and staging environment that accelerated development cycles and streamlined design reviews.
- Reduced release risks by overhauling team processes, including updating the Definition of Done (DoD) and implementing mandatory developer checklists before deployment.
- Contributed to the development of an internal component library by adding new components, conducting code reviews, and reporting bugs, which accelerated feature delivery across multiple teams.
- Pursued T-shaped development in backend engineering(Go), mastering REST/RPC APIs, database migrations, bug resolution, and external service integration. Achieved full-stack proficiency, enabling end-to-end feature delivery.

Tech: *Go, React 18, TypeScript, MobX, Zustand, TanStack Query, Webpack, CSS Modules, Jest, Testing Library, Playwright, Storybook, Sentry, Git.*

Ozon tech (Moscow, Russia)   Apr 2022 - Jul 2023

Internal service for logisticians ensuring on-time delivery for marketplace customers.

Responsibilities:

- Developed new features in collaboration with product stakeholders.
- Reduced technical debt: migrated project from Vue 2 → Vue 3, transitioned to new design system.
- Improved testing culture via unit and E2E tests.
- Participated in code reviews and team process improvements.

Achievements:

- Led the technical migration of a key internal logistics service from Vue 2 to Vue 3, which improved performance and developer productivity, enabling faster feature delivery.
- Executed a full UI overhaul by migrating the application from a legacy component kit to a new, unified design system, improving UX consistency and maintainability.
- Introduced Playwright for E2E testing, creating automated tests for core business scenarios that reduced manual QA time and caught critical bugs before production.

- Boosted unit test coverage by 15% across the application by championing testing best practices and writing tests for previously uncovered critical modules.
- Contributed to internal packages (e.g., time-handling utilities), resulting in improved code reusability and reduced development time across teams.

Tech: Vue 2/3, Nuxt, Vuex, Vite, Vitest, Pinia, TypeScript, GraphQL, Jest, Playwright, CSS Modules, Sentry, Git.

[Citymobil](#) (Moscow, Russia)   Aug 2021 - Apr 2022

Development of main [website](#) and internal tools.

Achievements:

- Built multiple pages(pixel-perfect and full responsive) and feature components.
- Contributed to a major SEO enhancement initiative for the main website, which improved Lighthouse performance scores and contributed to higher search rankings.
- Refactored and optimized CI/CD pipelines using Docker and GitLab CI, reducing build times and stabilizing the deployment process for the frontend team.
- Standardized code quality across the team by configuring and enforcing shared tooling, including ESLint, Stylelint, and Prettier.

Tech: React, Next.js, TypeScript, MobX, Webpack, SCSS Modules, Sentry.

Brafit (Saint Petersburg, Russia)   Dec 2020 - Aug 2021

Development of online 3D events [platform](#).

Achievements:

- Developed the core user-facing features for an online 3D events platform, including real-time chat ,website builder, interactive event schedules(pixel-perfect and full responsive), using React, Redux and Typescript.
- Created a library of reusable UI components with TypeScript and Material UI, which standardized the user interface and accelerated the development of new pages

Tech: React, Redux, TypeScript, Webpack, Material UI, BEM.

SKILLS

Frontend: *React, Next.js, Vue 2/3 , Nuxt, TypeScript, Zustand, Redux, MobX, TanStack Query, CSS Modules, SCSS, Tailwind, BEM, Yandex map API.*

Testing: *Jest, Vitest, Playwright, Testing Library, Storybook.*

Tooling: *Webpack, Vite, Git, CI/CD, Sentry, npm/yarn/pnpm, i18n.*

Web3: *Rainbowkit, Viem, Wagmi, Hardhat, Solidity.*

Backend: *Go, Node.js, Express, PostgreSQL/MongoDB/MySQL*

Languages: *Russian (Native), English (B2 - Upper Intermediate), Spanish (A1 - Beginner).*

EDUCATION

Karpov Courses   2023

[System Design Certificate](#)

[Moscow State University of Sports and Tourism](#) (MGUSIT)   2018 - 2022

Bachelor's Degree