

Personal Information

Name: Kirill
Professional experience (years): 5+

Overview

Front-End developer with experience in latest technologies and frameworks, able to learn and adapt to new things rapidly. Stress-resistant, possess superior communication skills both written and verbal, goal-oriented, hard-working. He is dedicated to perfecting his craft by learning from more seasoned developers.

Education

- Vitebsk State Technological University, Engineer-programmer, 2010

Languages

- English: Upper Intermediate
- Russian: Native

Professional Skills

- JavaScript, TypeScript
- React, Angular, jQuery, RxJS, Ngx-Restangular, Angular-Redux, Dexie.js, Chart.js
- HTML5, CSS3, CSS3 Animations, SASS, LESS, Angular Material, Bootstrap, SVG
- Webpack, Grunt, Bower
- Git
- Jenkins
- SonarQube
- Jira, Confluence

Professional Experience

Project: LMS

June 2019 – current

Description: Learning management system (LMS). The main goal is to provide a competitive advantage in student learning. LMS allows a company to manage training courses, supports various topics for training, and apply pedagogical tools in an adaptive and understandable form.

LMS has a set of components:

- Psychometric simulation is a section that consists of tests and analyses of the results. There are many different types of tests here. Analytics helps distribute tests according to student performance. Each student can get a complex assessment of the materials he learned.
- Training module contains educational material for each subject.
- The practice is the area that generates question groups according to student's criteria and needs.
- LOD section contains videos of all the course lessons.
- Play2Learn are mini-games for improving the training program.
- Quiz module includes testing, review, and statistics. Tests are conducted on paper, but in contrast to simulations, user can submit their simultaneously and manually (not by

scanning). The test screen displays a timer and a virtual response form (with option 1-4 for each question).

Role: Senior Front-end Developer

Responsibilities: Task analysis and evaluation, business logic development, REST API, writing SQL requests, code review, refactoring, updating data on development, test, staging and production servers.

Technologies and tools:

Front-end: React, TypeScript, HTML5/CSS3, MaterialUI, Redux, SockJS + STOMP, Lodash, MathJAX, SVG, Ant Design, Axios, ESLint, Prettier, Webpack, Sass, SonarQube, Jenkins, Git

Front-end Admin: Angular 8, TypeScript, HTML5/CSS3, jQuery, RxJS, Chart.js, Nebular, NPM, Webpack, SonarQube, Jenkins, Git

PROJECT: Recruitment platform

January 2019 – June 2019

Project description: A recruitment platform that has easy recruitment lifecycle management and aggregates job openings from the customer's internal services. The platform allows the employer to change the conditions of applications from candidates, to appoint and conduct interviews, to receive notifications about the status of applications, to introduce new candidates for consideration, to make a decision on hiring.

Role: Front-end Developer

Responsibilities: communication with the customer, business logic development, task analysis and evaluation, refactoring.

Technologies and tools: Angular, TypeScript, SCSS, TSLint, Jasmine, Karma

Project: POS Mobile

June 2018 – December 2018

Description: Point of sales terminal system. The system consists of the server, which stores the database, and the payment management system. Client part includes the web-application, created with JS, which starts on a cashier machine, working on Android. Apart from the cashier machine, which has the functions of printing receipts, credit card payments, bar codes scanning and others, the system includes a powerful administrative part with reporting, client management and other functions. The system is localized to English, Russian and Hebrew.

Role: Front-end Developer

Responsibilities: Communications with the customer, task analysis and evaluation, business logic development, REST API, code review

Technologies and tools: Angular 7, TypeScript 3, Ngx-Restangular, RxJS, Angular-Redux, Dexie.js, Chart.js, jQuery, HTML5, CSS3, SASS, SVG, LocalForage, Webpack

Project: Kiosk

January 2018 – Current

Description: The main idea of this project is to create a global store, where little and big suppliers can place their products and services. The customer should register with square account service and gets access to this product base. He has his own dashboard with orders history and different useful opportunities, such as watching for ordering flow, item library, ordering configuration and hours of operation. Also, the project has payment system integration and very convenient conditions of delivery.

Role: Front-end Developer

Responsibilities: Communications with the customer, task analysis and evaluation, business logic development, REST API, development of the project architecture, code review

Technologies and tools: Angular 6, TypeScript, jQuery, Bootstrap 4, HTML5, CSS3, SVG, Webpack 4, Git

Project: MEC

September 2017 – December 2017

Description: Online store for selling women's outwear. One of the store's main features is the possibility to view the goods in different combinations and select the most suitable one (i.e., any T-shirt can be combined with any shorts and so on). Also there are possibilities to see the photo of the selected good or their combinations "live"; to adjust the price of the good depending on the user's location. Online store is highly optimized for mobile phones and is a template for creating customized applications. The project has all the options which any online shop may have: discounts, actions, sales, loyalty system and many other options.

Role: Front-end Developer

Responsibilities: Communications with the customer, task analysis and evaluation, business logic development, REST API, development of the project architecture, code review

Technologies and tools: Angular 5, TypeScript, jQuery, Angular Material, HTML5, CSS3, Webpack 4, Git

Project: Recruiting System

January 2017 – August 2017

Description: Proactive matching recruiting system with providing h2h real-time intelligent connections between recruiter (company employee) and candidate. System uses clustering algorithms with machine learning.

Role: Front-end Developer

Responsibilities: Communications with the customer, task analysis, business logic development, REST API.

Technologies and tools:

Frontend: AngularJS, JavaScript, HTML5, CSS3, CSS3 Animations, SASS, SVG, Compass, WebRTC, WebSocket, Grunt, Bower

Backend: Java 8, Spring (Boot, Core, MVC, Security, Data, Social), JPA/Hibernate, Apache POI, Apache PDFBox, Jasper Reports, Liquibase, Google Place API, Amazon S3, MySQL, Tomcat, NGINX, TestNG, REST, Swagger, SonarQube, Jenkins, Gradle, Docker, Git

Project: POS

May 2015 – December 2016

Description: Point of sales terminal system. The system consists of the server, which stores the database, and the payment management system. Client part includes the web-application, created with JS, which starts on a cashier machine, working on Android. Apart from the cashier machine, which has the functions of printing receipts, credit card payments, bar codes scanning and others, the system includes a powerful administrative part with reporting, client management and other functions. The system is localized to English, Russian and Hebrew.

Role: Front-end Developer

Responsibilities: Communications with the customer, business logic development, REST API, code review

Technologies and tools:

Frontend: AngularJS, HTML5, CSS3, JSHint, Grunt, Bower

Backend: Java, Spring (Core, Boot, MVC, Security, Data, Session, Cloud AWS), Apache POI, Apache Velocity, Quartz, JPA/Hibernate, Querydsl, MySQL, Tomcat, AWS ACM, AWS LoadBalancer, AWS ElasticCache, REST, Swagger, SonarQube, Jenkins, Gradle, Git