

# Curriculum vitae

## Personal data

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**Name:** Pavel L.

### Technical Knowledge and Skills

React, Angular, Backbone, HTML, CSS, Node.js



Pavel is an experienced Front-End developer whose mission is to make web a little bit better: more comfortable for users and much comprehensible for crawlers. Pavel is diligent, meticulous and scrupulous person. He is in constant search for the best solutions to go to the production.

## Education

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### Russian Federation

Computing systems, machines and networks, National Research University 'Higher School of Economics'

## Work experience

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May 2018 -  
December 2000

**Soshace, Russian Federation**  
Senior Front-End Developer

Web-site: <http://soshace.com>

Stack: JavaScript, React.js, Redux, HTML, SCSS, jQuery

Responsibilities:

- Developing new user-facing features using React.js;



- Optimizing components for maximum performance across a vast array of web-capable devices and browsers;
- Integrating with existing backend services and possibly create new services to support mobile applications and design interfaces;
- Working with version control systems.

November 2017 -  
May 2018

**Carrus Mobile**  
Front-End Engineer

Web-site: <http://breakerlog.com>

Stack: JavaScript, SCSS, HTML, React.js, Redux, Webpack, Bash, Lodash.

Responsibilities:

- Creating management panel (Fleetmanager) on React.js;
- Planning site architecture and creating its pages;
- Automatizing release and deploy processes with shell scripts;
- Configuring Nginx server for frontend part;
- Splitting the site into independent bundles and configured different Webpack builds for different environments.

January 2017 -  
September 2017

**YouDo, Russian Federation**  
Front-End Engineer

Web-site: <http://youdo.com>

Stack: JavaScript, LESS, HTML, Angular.js, React.js, Lodash, Jest, Backbone.

Responsibilities:



- Maintaining YouDo.com frontend. Migration to ES2015 (Babel);
- React (Redux) integration.

July 2015 -  
January 2017

**KamaGames Studio, Russian Federation**  
Senior Front-End Developer

Web-site: <http://kamagames.com>

Stack: JavaScript, SCSS, HTML, Angular.js, React.js, Lodash, Node.js, Mocha, Chai, Websockets, MySQL and Redis.

Responsibilities:

- Full responsibility for internal report and data visualization service;
- Gathering requirements from internal consumers, develop frontend (Angular 1), backend (Node.js), integrate third party services;
- Interviewing the frontend developers and fullstack developers;
- Developing service features, fixing bugs, creating UI;
- Developing API with Node.js; Unit testing (Mocha + Chai). Added OAuth with LDAP;
- Maintaining internal ReactJS project: creating new components, bugfixing (a lot).

December 2014 -  
July 2015

**Localway, Russian Federation**  
Front-End developer

Web-site: <http://localway.ru>

Stack: JavaScript, jQuery, CSS, HTML, Angular.js, Underscore.js, Python.

Responsibilities:

- Maintaining and supporting localway.ru with Angular.js: bugfixing, layouts, developing new pages, modules, directives for main site, also for mobile site and admin panel.

June 2014 -  
November 2014

**Workle, Russian Federation**  
Front-End developer

Web-site: <https://www.workle.ru/>

Stack: JavaScript, jQuery, CSS, BEM, a little bit Backbone.js & Require.js.

Responsibilities:

- Features, bugfixing, layouts, again bugfixing. Change some pages, e. g. special offer page and tours search. Maintain some admin panel pages.

November 2013 -  
May 2014

**NullPointer, Russian Federation**  
JavaScript developer

Web-site: <http://null-pointer.ru>

Stack: JavaScript, CSS, HTML, Angular.js, Require.js, Underscore.js.

Responsibilities:

- Developing modules for AngularJS: DB search, sorting, pseudopage pagination.

April 2012 -  
November 2013

**Oversun, Russian Federation**  
UI developer

Stack: CSS, HTML, JavaScript, jQuery, Razor.

Responsibilities:

- Developing company own service panel UI;
- Improving UX and UI for company sites and projects;
- Developing some child projects` s sites; - Maintaining new company's site (a present one);
- Layouts, templates, scripting;
- Polishing some third-party libraries for project needs.