

# Sergey Novikov

Lead Front-end Engineer (remote)

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## Profile

I'm focused on creating minimal value projects, startups, and supporting existing projects of any complexity.

*What I suggest:*

- Projects from scratch. You may have nothing but your idea, some money, and high-level requirements to start now.
- Design → Working product. You already have the design specifications and requirements, and now want to breath life into them.
- Support for your product. You have a project and need some improvements, refactoring, or just consulting.

Having 5 years of experience working with small companies and startups, and over than 10 years of experience working for world-largest enterprise companies, I truly believe I am able to speak a common language even with a most demanding customer.

*Technical skills I would like to highlight:*

- Single page web application frameworks. Last few years I am focused on React/Typescript stack, but I also able to work with Angular (including 1.5+), Vue, Web Components based frameworks, legacy libs like Backbone/Marionette, etc.
- HTML/CSS coding expert skill.
- UI kit & design system creation and support.
- Data visualisation using JavaScript (d3.js, WebGL & Three.js).
- Starting new projects and replatforming: adjusting project base & coaching front-end team, setup for separate release cycle, help with deployment pipelines configuration, creating common language with design and QA teams.
- Back-end development using Node.js.

- API design and implementation. Integration with third-party APIs.

*Other skills:*

- Estimating budgets.
- Requirements gathering, analysis, and preparing them for implementation.
- Leading projects, delivery.

## **Experience**

### **Soft-Project**

Senior Frontend Developer

May 2022 - December 2022 (8 months)

*Responsibilities:*

- Implementing client-side part of a huge telecom project based on RoR (legacy part) and React (migration to modern stack).
- Code review, refactoring, bug fixing, introducing modern practices.

*Achievements:*

- Created a Google Calendar-like event functionality and multiple smaller features.
- Participated actively to deliver features in time

### **EPAM Anywhere**

Lead Frontend Developer

December 2020 - April 2022 (1 year 5 months)

*Responsibilities:*

- Playing key developer, technical and team lead role on multiple US/UK enterprise projects.
- Working with the customer architect team to adjust front-end architecture for the project needs.
- Interaction with other leads, including sibling areas: design, QA, DevOps etc.

- Setup production-ready project from scratch: several microfrontends around a shared core code chunk (and UI lib) with indefinite scalability (Next.js/React/Typescript).
- Documenting core code conventions, adjusting linters/typechecks, introducing CI/CD, careful code review.

*Achievements:*

- Completed goals of a fix-price project in time
- Started a replatforming project (AEM/Hybris to React). Solved a lot of problems, and eventually managed to stabilize development process and start working on business features on daily basis through Scrum.

## **BIA-Technologies**

Lead Frontend Developer

July 2019 - November 2020 (1 year 5 months)

*Responsibilities:*

- Implementing client-side part of a new version of www.dellin.ru (React, Typescript, Jest, etc.).
- Implementing side projects for various internal customers.
- Leading front-end developers team (6 persons).
- Design system creation and support (Figma, Storybook), communication with design team.

*Achievements:*

- Introduced the following best practices into development process: code review, unit testing, components documentation, solid project structure  
Developed and established rules of successful interaction with other teams(design team, back-end team).
- Got great practical experience on server-side rendering area and integrating new project with legacy code base(pure JS, Backbone, Rails)  
Worked hard to release in time(had only 2.5 months). Release was successful, the site is available in production.

- Introduced design system based on structured Figma files and Storybook. The closest analogue is <https://ant.design/>.

### **Grid Dynamics**

Senior UX/UI Engineer

September 2014 - April 2019 (4 years 8 months)

*Responsibilities & achievements:*

Worked at tens of customers, participated various activities including interviewing, coaching, public speaking, etc.

See the detailed path below.

### **Macy's**

Senior UI Engineer (at Grid Dynamics)

June 2018 - April 2019 (11 months)

*Responsibilities:*

- Implementing new features for DevOps admin tool using React and Redux.
- Bug fixing.

### **Merkle**

Staff UX Designer (at Grid Dynamics)

July 2017 - June 2018 (1 year)

*Responsibilities:*

- Gathering business requirements.
- Creating design specifications for upcoming features based on these requirements.
- Working with UI developers team .

*Achievements:*

- Designed (and later delivered by dev team) 3 major features.

### **Riversand**

Senior UI Engineer (at Grid Dynamics)

November 2017 - May 2018 (7 months)

*Responsibilities:*

- Implementing new features using Polymer framework.
- Performance optimisation.
- Refactoring client side architecture.
- Fixing cross-browser incompatibilities(IE/Edge mostly).

*Achievements:*

- Improved application speed.

**Silicon Valley Bank**

Senior UI Engineer (at Grid Dynamics)

October 2016 - May 2017 (8 months)

*Responsibilities:*

- Requirements gathering and analysis (Zeplin, user stories).
- Decomposing high-level requirements (stories) to small tasks using user stories and gherkins sources.
- Estimating and complexity evaluating.
- Participating Scrum events like daily meetings, groomings, story openings; making demos of new implemented features.
- Implementing front-end part of features (AngularJS, Gulp, Jasmine/Karma, HTML/CSS) using GDI in-house tools and technologies.
- Implementing back-end part of features (Jersey, JUnit/PowerMock/Mockito, Swagger contracts).
- Investigating deployment and integration test failures and fixing them.
- Cross-teammates and cross-teams code review (Bitbucket).

*Achievements:*

- Worked with customer's team in San Francisco, USA in a big cross-culture team (over 20 people). Worked with a product owner and a design team directly.
- Got practical production experience with Java and its REST frameworks, tools, patterns and workflow.
- Got more experience with writing different kinds of tests: smoke, unit, component, integration ones both on front-end and back-end sides.
- Got more practical experience with AngularJS 1.5.
- Participated in a two-day security training for developers.

Staff UI Engineer / Tech Lead (at Grid Dynamics)

April 2016 - September 2016 (6 months)

*Responsibilities:*

- Requirements gathering and analysis (Zeplin, Google Docs).
- Decomposing high-level requirements to small tasks, convert them to user stories.
- Estimating and complexity evaluation.
- Distributing these tasks to teammates (JIRA).
- Implementing front-end part of features (pure JS, Knockout.js, AngularJS).
- Implementing responsive styles for existing markup(HTML5/CSS3)
- Code review (Bitbucket).

*Achievements:*

- Implemented requested features in time despite unclear and incomplete requirements.
- Created custom responsive framework for customer's developers team .

## **Integral Ad Science**

Staff UI Engineer (at Grid Dynamics)

September 2014 - February 2016 (1 year 6 months)

### *Responsibilities:*

- Gathering and investigating requirements from UX team (Axure, Sketch, Photoshop, Google Docs).
- Decomposing high-level requirements to small tasks, converting them to user stories.
- Distributing these tasks to teammates (JIRA).
- Implementing front-end part of features (HTML5/CSS3, pure JS, Backbone/Marionette, Jasmine for unit testing).
- Designing and implementing REST services (Java, Swagger).
- Bug fixing, bug hunting on the server side (Java/Spring, MySQL).
- Code review (Github).

### *Achievements:*

- Proposed better solutions to organise client side codebase.
- Improved feature development process, proposed better approach to interact between the design team and the dev team (component-based approach, living style guides).
- Created and integrated into development processes internal style guide with all the components ever used.
- Fixed legacy hard-to-track bugs.
- Improved user experience.

## **Ion Force**

UI/UX Engineer

November 2008 - September 2014 (5 years 11 months)

### *Responsibilities:*

- Working as a project manager on numerous small projects and as a delivery manager on some medium-size projects (for half a year and more)
- Estimation and complexity evaluation

- Gathering and investigating requirements received from customer's side directly
- Decomposing high-level requirements to small tasks
- Implementing front-end part of features (HTML/CSS coding, pure JS, ExtJS, Knockout.js, BackboneJS)
- Designing and implementing REST services (Node.js/Express)  
Bug fixing, bug hunting on the server side (PHP frameworks, Node.js/ Express apps) Resolving conflicts
- Web design (Adobe Photoshop, Adobe Fireworks, Adobe InDesign), UI design (Adobe Illustrator), UX interaction design (HTML/CSS/JS, Axure)

*Achievements:*

- Got general understanding of processes and trends in web development
- Got an unique client-side development experience (5 years in front-end development) when a "front-end development" as a term did not exist
- Got excellent problem solving skill
- Got a portfolio (see at <https://github.com/Synopticum/html-css-portfolio>)