Ivan Stinskyi

Software Engineer

English B2+
#javascript #typescript #react #reactnative #nextjs
#mern #nodejs #webgl #3d #mentoring

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1. Work Experience

Freelance/Upwork, 2024 (Front-end Engineer / React Stack)
- ❏ Websites development using NextJS/HTML5/Typescript.
- ❏ Consulting clients regarding project stack and estimation.
- ❏ Implementing 3D animations using ThreeJS/React Three Fiber

Ecto, 2022-2023 (Software Engineer / React Native)
- ❏ Specialized in utilizing cutting-edge technologies, including TypeORM, TypeScript, and React Native, to enhance the functionality and user experience of the mobile application.
- ❏ Played a crucial role in designing and implementing features that allowed the mobile app to operate seamlessly in offline mode, ensuring a continuous user experience even without an internet connection.
- ❏ Collaborated closely with cross-functional teams to understand project requirements, contribute to the architecture, and deliver high-quality software solutions.
- ❏ Actively participated in code reviews, providing constructive feedback to team members and ensuring code quality and best practices.
- ❏ Worked on optimizing performance and enhancing the overall efficiency of the mobile application.
- ❏ Developed and maintained clear and comprehensive technical documentation for reference and future development.

EPAM Systems, 2020-2022 (Software Engineer / JavaScript)

- ❏ I was involved in e-commerce projects, where my role primarily encompassed front-end development using the React stack and mobile app development using the React Native stack.
- ❏ Conducted technical interviews for new employees across junior, middle, and senior positions.
- ❏ Provided mentoring to trainees and junior developers to facilitate their professional growth.
- ❏ Additionally, I participated in mentoring within the React Global Program and Frontend Global Program.
- ❏ I maintained regular communication with clients to ensure effective collaboration and project alignment.
- ❏ Furthermore, I had the opportunity to lead a small team of three developers, providing guidance and leadership to achieve project goals.

CHI Software, 2019-2020 (Middle Software Engineer / JS)

- ❏ Specialized in projects within the Sport and Fintech sectors, focusing on frontend and mobile application development using the React stack.
- ❏ Also experienced relocation to Dubai City (UAE) as part of my work assignments.
- ❏ Had the privilege of conducting technical interviews for new employees who were experts in the React stack.
- ❏ I maintained regular communication with clients and had the responsibility of estimating new project requirements.
- ❏ Furthermore, I actively participated in the company's internal Tech Talks, where we shared knowledge and insights.

RendMate, 2018-2019 (Junior Software Engineer / JS)

- ❏ Specialized in complex mobile projects encompassing features such as authorization flows, push notifications, user-generated content (including photos, videos, and audio), mapping functionalities, and payment systems. I handled the entire lifecycle of projects, including building and deploying them on iOS and Android platforms. Additionally, I was involved in web projects, spanning front-end development and deployment.
- ❏ My technical expertise included proficiency in various technologies and frameworks such as Redux 16, React Native (version 0.50+), Expo, Preact, Babel 7, ES6+, Eslint & Prettier, Webpack, Parcel, Redux-Saga, Redux Thunk, Redux Form, Firebase API, Google Maps, MapBox Modules, React Navigation, Google SDK, Facebook SDK, Twitter SDK, LinkedIn SDK, React Native Responsive, Styled Components, Material UI, FS, Audio, Video, Camera, and

Sensors React Native modules. I was well-versed in development best practices like Git Flow, Swagger, Docker, React Admin, and Konva JS.

❏ My responsibilities encompassed mobile development and deployment for both Android and iOS platforms, custom module development for React Native, front-end development using various frameworks and pure JavaScript, project setup, architectural decision-making, and conducting code reviews for fellow developers. Additionally, I was involved in technical interviews for new hires specializing in the React stack and maintained communication with clients while also providing project estimation services.

StanixGames, 2014-2019 (Game Developer / Java / Kotlin)

❏ Worked on 3 game projects from scratch for Windows/Mac and Android using Java/Kotlin, Kryonet, Google Event Bus, Netty, LibGDX, OpenGL, Spine.

❏ Lead a team and directly managed game developers, created plans, game design document, all documentation and wiki for players about a game world.

❏ Worked on separate Android only game to research modern network techniques and possibility to implement cross-platform gaming with iOS/Windows/Mac platforms.