



Oleksii

Frontend Developer

Summary

I've got 12 years of IT experience in the enterprise and gaming sphere.

Languages:

English - intermediate; Ukrainian - Native, russian - fluent, Español - basic

Management:

- development of technologies
- team & feature leading
- effective communication
- documentation development

Development:

- Client-server protocol & implementation, game architecture and development - engines (game:slots machine, match-3; custom rendering and optimize)
- OOP, design & game programming patterns, solid, ...

Languages/Frameworks:

HTML5/css3(4y.), JavaScript(4y.), TypeScript(1y.), Haxe/OpenFL(2y.) React.js, Redux, Mobx, Backbone.js, WS, react-templates, react-final-forms, rtmp(red5, wowza, p2p), AIR/as3.0/2.0(8y.), DragoneBones, Spine, Createjs,...

Libs/API: pubnub, as/jsdoc, facebook, firebase, google, youtube, rtmp (red5, wowza, p2p).

Standards and Frameworks: RobotLegs, StarlingMVC, OSMF, AIR SDK, Flex SDK, XML, JSON, ANT, Maven.

Software/Tools: Visual Studio Code, IntelliJ IDEA, Flash Develop, Adobe Animate CC, Adobe Photoshop, Xcode, Android Studio, ShoeBox/TextPackage, ...

Version Control: GIT, SVN

Methodology: Scrum, Agile.

Bug/Time-tracking: JIRA, Redmine, Trello

Platforms: Mac OS, Windows 10/XP, UNIX (Ubuntu), Android, iPhone

Education: Chernihiv State Technological University (<http://en.stu.cn.ua/> Ukraine). Department of Computer Systems and Networks. 2005 – 2011 Information and computer technology. Specialist.

Experience

Freelance(pixi.js)

April 2022 - Dec 2022

Used: html5, javascript, typescript, pixi.js



Game developer HTML5/Pixi.js

NeoGames (ILottery) - neogames.com, Dec 2021 - April 2022

Lead: responsibility slot game development: game configuration, implementation art & animations, slots mechanics, system popups, sounds.

Used: html5, javascript, typescript, pixi.js, phaser.js, webpack/gulp, spine.



Team Lead html5

GamePoint (social gaming network) - gamepoint.com

Sep 2020 - Aug 2021

Lead: Mentoring & team leading, migration of products from flash(AIR)/Unity to html5

Used: React.js+Redux.js+Webpack, canvas(Pixi.js, Phaser.js), Adobe Animate CC.



Senior Frontend Developer

Push Gaming (IGaming) - pushgaming.com, Sep 2019 - Mar 2020

Lead: responsibility slot game development.

Used: javascript, typescript, pixi.js, spine.



NewGround LLC - newground.ua (evolution.com)

Javascript/React Developer Jan 2018 - Sep 2019

Lead: refactoring old core sources, implement new ui(manage:api, ui, localisation teams);

javascript, typescript, reactjs, redux: desktop & mobile(html5) <https://goo.gl/tR3oGq>

Senior Flash/AIR developer Oct 2017 - Jan 2018

Lead: responsibility & manage 2 projects on support/hotfix (manage: qa, support, backend, created task: blackjack js-client(html5));

Used: AIR(as3.0)



Senior Flash/AIR developer

Dukascope Bank SA, dukascope.bank Jun 2016 - Jul 2017

Application "Dukascope connect 911" (ios, android) messenger and payments.

Lead: client banking parts - refactor old func, implement new ui(manage:api, ui, localisation teams); Used: AIR(as3.0), Native

Extensions for Adobe AIR : mobile applications(android, iphone): refactoring custom engine & implementation payment part of application;



Senior Core Flash/AIR developer

Nika Entertainment - nikaent.com Dec 2015 - Mar 2016

AIR(as3.0) : cross-platform development : architecture and optimization functionality. (The company closed - 01 April 2016)

Lead: refactoring render engine for cross platform, manage: pross-promo func(take part in creating client-server protocol, implement core part and one game, support/control process implementation in other 5 games);

Used: AIR(as3.0) : cross-platform application : architecture and optimization functionality;



Senior Flash/AIR developer

PDFFiller pdffiller.com, Nov 2014 - Oct 2015

Lead: architect client-server WS protocol as api, write client console & unit tests + docs, implement the api on web client & support implementation on android & ios;

Used: AIR(as3.0) : desktop application.

- WebSocket module & client-server protocol
- functionality document editor
- developed ASDoc documentation, functionality tests (flexunit)
- created uml diagrams



Flash/AIR developer

Win Interactive LLC onseostudio.com (2023)

Jul 2013 - Nov 2014

Lead: art & animation implementation, implement/manage jackpot & tournament Used:

AIR(as3.0), cross-platform application(desktop, android, iphone): created slots, bj; Adobe Air native extension iOS/Android,
Game engines (Starling),
Robotlegs-framework,
Facebook api,

freelance(Flash/AIR) developer

Jan 2012 - Jan 2014 pubnub.com

freelance, upwork, ...

Projects: PubNub api, Panda games

Software Engineer

PINbank

Jul 2012 - Apr 2013

Product "WIDEUP"

Supervised by the project architect.

Develop language: ActionScript 3.0, js

Libs: signals, as3isolib, greensock-as3, ..

SVN, GIT,

XML, JSON,

IDE: Adobe Professional, FlashDevelop

...

Software Engineer

MegaMixGroup

May 2011 - Jan 2012 (9 months)

Used: AIR(as3.0), java extensions - red5, wowsa;

<http://megamixgroup.com/>

Education

Chernihiv State Polytechnic University

Specialist Diploma in Engineering, Computer systems and networks

Sep 2005 - Jun 2011

Music school - class dombra, accordion

Sep 1998 - Jun 2003