Sergei Sarantsev, Software Development Engineer

PROFESSIONAL SUMMARY

Goal-oriented Software Development Engineer with over 9 years of experience. Skilled in front-end development and 3D computer graphics. Implemented a big number of applications using different technologies, mostly for front-end, desktop and mobile platforms. Worked with different industry domains like medicine, decentralized finance, and architecture. Besides, has solid experience in continuous integration and release management. Solid knowledge in building computer graphics, data visualization concepts and 3D modeling, real-time visualization projects for urban historical civil and industrial architecture spaces, terrain and nature visualization. Participated in system analysis and UI/UX tasks, always has his vision on applications interface and design. Moreover, experienced in building server side applications, using different types of data, SQL like and NoSQL databases. Has an understanding of DevOps, containerization and virtualization concepts. Always following modern development methodologies, including Agile, Scrum and Kanban. Has a base knowledge in blockchain and machine learning. Can act both as a communicative strong team player and an independent team member who enables processes, investigates and provides solutions for various tasks. Keeping an open eye for ways to make things better and improve the performance of my team and myself. Good communication and collaborative skills.

TECHNOLOGY SUMMARY

Languages:	JavaScript, TypeScript, C#, HTML/CSS, Bash/CMD
Technologies and Frameworks:	React, Redux, Redux-Saga, React-Bootstrap, Three.js, Angular, HTML, CSS, SASS, Material UI, Recharts, Charts.js, Angular CDK, NGRX, RxJS, Nest.js, HLSL and GLSL shaders, Unity 3D
DBMS:	PostgreSQL, Elasticsearch, SQLite
IDEs and Tools:	IntelliJ Idea, Webstorm and Rider, Microsoft Visual Studio and Visual Studio Code
Other skills:	Figma design implementation. Level design. Terrain data collecting, 3D modeling and visualization for landscapes, urban and industrial locations, civil and historical architecture. Procedural texture generation. System analysis. UI/UX.

KEY TECHNICAL SKILLS

Front-end and Back-end development
- Frontend development with React, Angular
- Backend development with Nest.js
- Stand-alone applications with Unity 3D
- Using Figma UX/UI components and layouts
- Testing with Karma, Jasmine, Jest, React Testing, Angular CDK Component Test Harnesses
- Using State Management, REST API, Async data flows and Microservices

Databases
- Experience in designing and initializing databases for distributed systems
- Experience with Nest.js, TypeORM, PostgreSQL
- Database behaviors automation and scripting with Bash and CMD

Development methodologies: Agile principles (Scram, Kanban), GitHub Flow, DevOps lifecycle and operations

Multifarm.fi
Software Development Engineer
August 2022 – present

Decentralized Finance data collecting and visualization.
Main achievements and responsibilities:
- Responsible for the company applications and libraries;
- Implementing new site features, data visualization widgets and components;
- Developing treasury dashboards, farming dashboards and other customizable solutions for DeFi Companies;
- Implementing application state management and DI with Redux, Saga, React Hooks and Context Provider
- Implementing tests using Jest and React Testing Library;
- Providing code quality and styling with Eslint and Prettier;
- Working on performance optimization using Functional Components, Lazy loading, Memoization, Code Minimizing, Profiling;
- Using MacOS and Dev tools like Webstorm, Git, Sourcetree, Postman, Proxyman, Chrome Tools;
- Providing code review and branching using GitHub Flow, Webstorm Git tools and Sourcetree;
- Keep on time tracking, planning, estimation and communication with Trello, Slack and Hubstaff.

Used languages and technologies: MacOS, JavaScript, TypeScript, React, Redux, Thunks, React Hooks, SWR, REST, React-Bootstrap, Tailwind, Recharts, Material UI, CSS, HTML5, Webpack, Figma

Solit Clouds
Software Development Engineer
January 2021 – July 2022
Develop and support Ui Kit Library for the company Angular products.
Main achievements and responsibilities:
- Was responsible for the UI Kit library, library documentation and the customers support;
- Implemented new features and components for the library, bug fixing;
- Developed automated documentation tools;
- Implemented unit tests using Karma, Jasmine and Angular Testing Tools
- Provided code quality and styling with Eslint and Prettier;
- Worked on performance optimization using Lazy loading, Change Detection, Code Minimizing, Profiling;
- Used MacOS and Dev tools like Webstorm, Git, Sourcetree, Postman, Chrome Tools, Proxyman;
- Provided code review and branching using Git Flow, Webstorm Git tools and Sourcetree;
- Implemented release changes delivery using Semantic Release and Telegram Bot API;
- Keeped on time tracking, planning, estimation and communication with Jira and Telegram.

Used languages and technologies: MacOS, JavaScript, TypeScript, Angular, Angular CDK, Webpack, Figma, Semantic Release, Telegram Bot API, RxJS, NGRX

Solit Clouds
Software Development Engineer
April 2020 – December 2021
Digital system for medical services in public health.
Data visualization concepts and 3D graphic effects.

Main achievements and responsibilities:
- Was responsible for the app and npm libraries, interacting with system analysis team;
- Implemented new modules, features and components for the app and the libraries, bug fixing;
- As well, developed data visualization concepts and 3D graphic background effects for the company web pages and applications;
- Implemented application state management with NGRX
- Implemented unit tests using Karma, Jasmine and Angular Testing Tools
- Provided code quality maintaining and styling with Tslint, Prettier and Husky;
- Worked on performance optimization using Lazy loading, Change Detection, Code Minimizing and Profiling;
- Used Windows OS, Dev tools like Webstorm, Git, Sourcetree, Postman, Chrome Tools, Fiddler;
- Provided code review and branching using Git Flow, Webstorm diff tools and Sourcetree;
- Keeped on time tracking, planning, estimation and communication with Jira and Telegram.

Used languages and technologies: Windows, JavaScript, TypeScript, Angular, Angular CDK, React, Three.js, GLSL Shaders, Figma, RxJS, NGRX, REST, Fiddler, Swagger

Solit Clouds
Software Development Engineer
January 2015 – March 2020
Interactive Data Visualization Platform (iDVP).
Main achievements and responsibilities:
- Was responsible for the 3D components module of the data analytics and visualization platform;
- Developed components, effects and 3D Graphics using JavaScript, TypeScript, Three.js, Unity 3D;
- As well, developed back-end and front-end for the company internal social network application;
- Participated in continuous integration, release management, system analysis, UX and UI tasks;
- Used Windows, MacOS, and Dev tools like Webstorm, Visual Studio, Git, Sourcetree, Postman, cURL, Chrome Tools;
- Implemented unit and integration tests in various environments;
- Provided code review and branching using Git Flow, Webstorm, Visual Studio, Sourcetree;

Used languages and technologies: JavaScript, TypeScript, C#, Three.js, Nest.js, Angular, Charts.js, Unity 3D, GLSL and HLSL shaders, Bash and CMD scripts, SQL, Python, TeamCity, CruiseControl, REST, Photoshop, Figma

UseTech Integration
Software Development Engineer and 3D Modeler
August 2014 – December 2014

Data analytics and visualization platform.
Main achievements and responsibilities:
- Responsible for building charts, 3D components and widgets;
- Developed a stand-alone client application using Unity 3D;
- Provided code review and version control using SVN and Visual Studio;
- Worked on performance optimization using Unity Profiler;
- Used Windows OS, Visual Studio, Unity 3D, 3DS Max, Photoshop;
- Participated in app optimization and continuous integration;

Used languages and technologies: C#, Unity 3D, HLSL shaders, Freemarker template engine, Photoshop, 3DS Max

TC-GEO
Software Development Engineer and 3D Modeler
June 2013 – July 2014

Stand-alone 3D applications for real-time architecture and industrial visualization.

<u>Main achievements and responsibilities:</u>
- Was responsible for applications develop, support, system analysis, UI;
- Developed client apps using C# and Unity 3D;
- Worked on infrastructure, events and data visualization for industrial facilities, Oil and Gas stations.
- Participated in collecting terrain and graphics data for the applications;
- Kept on performance optimization using Unity Profiler and Code Minimizing;
- Presented and delivered apps to the clients.

<u>Used languages and technologies:</u> C#, Unity 3D, 3DS Max, Max Script, Photoshop, Illustrator, Filter Forge, Garmin BaseCamp

EDUCATION

Bachelor's degree in Applied Mathematics, Mechanics and Computer Science
State Technological University Moscow (MATI)

SPECIALIZATIONS

Machine Learning Fundamental by Andrew Ng
Coursera
Decentralized Finance: The Future of Finance by Cam Harvey
Coursera