

Anatoliy Sh.

Senior Senior Frontend/Mobile Engineer

SUMMARY

- 6+ years with Front-end/Mobile: cross-platform applications, React Native, React.
- IoT & hardware: BLE and Wi-Fi device pairing (Soft-AP, Protobuf), custom native bridges (iOS/Android) for hardware communication - Ninja Pro Connect app with 100K+ downloads
- Short-form video: TikTok-style educational app with HLS playback (Expo Video), player pooling, lazy loading of video batches, and quality fallback for low-end devices
- Production tooling: push notifications (Firebase + Notifee, Android foreground/keep-alive services), analytics/session replay (Mixpanel, LogRocket, Sentry, Bugsnag), CI pipelines, ESLint + pre-commit quality gates.
- Familiar with New Architecture (Fabric, TurboModules, JSI, Hermes)

TECHNICAL SKILLS

Main Technical Skills	React Native, React, TypeScript
Programming Languages	JavaScript, TypeScript
Android Libraries and Tools	Android Jetpack, Room (Android Jetpack)
JavaScript Frameworks	Angular, Ext JS, jQuery, Node.js, React
Mobile Frameworks and Libraries	BLE, Crashlytics
JavaScript Libraries and Tools	Canvas, ES6, Formik, i18next, Immutable.js, NPM, React Hooks, React Native, React Navigation, Redux, Redux-persist, Redux-Saga, Reselect, Styled components, Yarn, Zustand
Social Media Marketing	Tiktok
Security	Auth0
Data Analysis and Visualization Technologies	Microsoft Azure Synapse Analytics, Mixpanel
Databases & Management Systems / ORM	Firebase
UI Frameworks, Libraries, and Browsers	Chrome Extensions, CSS, HTML, jQuery, SASS, Styled components, UI
Azure Cloud Services	Microsoft Azure Synapse Analytics
Platforms	Android, CRM, Firebase, Google Play, IOT, WordPress

Third Party Tools / IDEs / SDK / Services	Android Jetpack, Microsoft Visual Studio Code, Sublime Text, WebStorm, Yarn
Deployment, CI/CD & Administration	Axios, CD DevOps pipelines, CI/CD
Methodologies, Paradigms and Patterns	BEM
iOS Libraries and Tools	Core Animation, Core Bluetooth
SDK / API and Integrations	Eslint LinkedIn API, Google Maps API
UI/UX/Wireframing	Figma, Sketch, UX
Codecs & Media Containers	HLS
Operating Systems	iOS
QA, Test Automation, Security	Postman
File Systems, Storage	Protobuf
Logging and Monitoring	Sentry
Other Technical Skills	Bugsnag, CART, LogRocket, Notifee, Performance Tuning, PSD, Redux-offline, SMART, Wi-Fi 5

EMPLOYMENT HISTORY

- **Frontend/Mobile Engineer, ABots** (Feb. 2024 - Mar. 2025)
- **Frontend/Mobile Engineer, Lazy Ants** (Oct. 2021 - Jan. 2024)
- **Frontend/React N Engineer, AvaCodes/Citirex** (Mar. 2020 - Sep. 2021)

WORK EXPERIENCE

Frontend/Mobile Engineer, ABots

Duration: Feb. 2024 - Mar. 2025

Ninja Pro Connect

Duration: Feb. 2024 - Mar. 2025

Summary: Cross-platform iOS & Android app for controlling smart IoT kitchen devices (SharkNinja) - propane and outdoor grills, wireless thermometer probes. 100K+ downloads on Google Play, 4.8 rating, 3100+ reviews.

Responsibilities:

- Implement BLE & Wi-Fi device pairing (Soft-AP, Protobuf) and device-to-phone communication over a shared Wi-Fi network.



- Architect a scalable React Native codebase: feature-based structure, custom hooks, Zustand state management.
- Develop real-time cooking dashboards with multi-probe thermometer support and remote cooking control.
- Build the push notification system (Firebase + Notifee), including Android keep-alive/foreground services so notifications arrive with the app backgrounded or closed.
- Work with custom native bridges (iOS/Android) for hardware communication; analytics with Mixpanel and LogRocket.

Technologies: React Native, TypeScript, Zustand, React Navigation, BLE PLX, Firebase, Auth0, Mixpanel, LogRocket, Bugsnag, Notifee, Protobuf.

Frontend/Mobile Engineer, Lazy Ants

Duration: Oct. 2021 - Jan. 2024

Frontend/Mobile Engineer, Fasted TikTok

Duration: Dec. 2023 - Jan. 2024

Summary: Mobile learning app combining short-form educational videos with interactive tests in a swipe-based, TikTok-inspired format: teachers compose lessons from short vertical videos, students watch and then complete the learning program.

Responsibilities:

- Sole developer: full front-end architecture, client communication, cross-platform performance optimization.
- Implement smooth swipe playback via a pool of preloaded video players with lazy loading of upcoming batches and memory cleanup of past items (HLS-based playback via Expo Video).
- Handle vertical-format scaling/cropping of source videos and quality fallback (down to 360p) for low-end devices.

Technologies: React Native, Expo Video (HLS), Immutable.js, Redux, Push Notifications.

Frontend/Mobile Engineer, NMT/3HOXAБ; Wobbly.me - time tracker

Duration: Sep. 2023 - Jan. 2024

Summary: Mobile app helping Ukrainian school students prepare for exams through interactive tests and progress tracking. Published on the App Store; Time-tracking web application for teams - task logging, reporting, and project management in a clean interface.

Responsibilities:

- Sole developer: full front-end architecture, client communication, cross-platform performance optimization.
- Enrich the project with new features and perform significant code refactoring.
- Engage in detailed discussions with the client to align objectives and incorporate feedback.

Technologies: React Native, React, Immutable.js, Redux, Push Notifications.



Frontend Engineer, Cryptoparty.games

Duration: Jun. 2023 - Sep. 2023

Summary: Web-based crypto game platform with real-time game mechanics, wallet integration, and leaderboard functionality.

Responsibilities:

- Establish frontend architecture from scratch; build game UI components; communicate with the client on feature requirements.

Technologies: React, Immutable.js, Redux.

Mobile Engineer, Lepta - wartime mutual assistance app

Duration: Feb. 2023 - May 2023

Summary: Mobile application for fast interaction and mutual assistance among Ukrainian citizens during wartime - connecting people who need help with those who can provide it. Published on Google Play.

Responsibilities:

- Establish frontend structure, enhance cross-platform functionality and UX, integrate Google Maps for location-based features; communicate directly with the client.

Technologies: React Native, Immutable.js, Redux, Google Maps.

Mobile Engineer, Crypto Traders League

Duration: Oct. 2021 - Jan. 2023

Summary: Mobile crypto trading game where players compete in simulated markets, build portfolios, and climb leaderboards. Published on Google Play.

Responsibilities:

- Establish frontend mobile architecture; refactor and adapt features from the existing Angular web application to React Native, enhancing cross-platform functionality and UX.

Technologies: React Native, Immutable.js, Redux.

Frontend/React N Engineer, AvaCodes/Citirex

Duration: Mar. 2020 - Sep. 2021

Mobile Engineer, Precina Health - medical mobile app

Duration: Mar. 2021 - Sep. 2021

Summary: Medical mobile application for chronic disease management - patient monitoring, health tracking, and doctor communication with offline support. Published on the App Store.



Responsibilities:

- Establish frontend architecture; implement offline-first data sync (Redux-offline); align with the client on medical UX requirements.

Technologies: React Native, Immutable.js, Redux, Redux-offline.

Frontend/Mobile Engineer, Cannomed - e-commerce shop

Duration: Jan. 2021 - Sep. 2021

Summary: E-commerce platform for medical products - product catalog, cart, order management, and a mobile companion app.

Responsibilities:

- Build frontend web and mobile parts from scratch; implement product catalog and checkout flows; communicate with the client throughout the project.

Technologies: React, React Native, Immutable.js, Redux.

Mobile Engineer, Necton - business networking & CRM app

Duration: Feb. 2021 - Sep. 2021

Summary: Mobile CRM and business networking app for managing professional contacts, tracking interactions, and building business relationships. Published on the App Store.

Responsibilities:

- Establish frontend mobile architecture; build contact management and networking screens; optimize list performance with Reselect selectors.

Technologies: React Native, Immutable.js, Reselect.

Frontend Engineer, iMall - educational platform

Duration: Mar. 2020 - Sep. 2021

Summary: Multilingual educational web platform for schoolchildren in Norway and Sweden -interactive lessons, exercises, and progress tracking with full i18n support (imalabc.no).

Responsibilities:

- Establish frontend architecture; implement internationalization (React-intl); build interactive lesson components and student progress tracking; work closely with the client on educational requirements.

Technologies: React.js, Redux, TypeScript, HTML, JS ES6, SASS, Axios, Redux-thunk, Redux-persist, React-intl.

Duration: Jan. 2019 - Mar. 2020



KlickRoss

Duration: Nov. 2019 - Mar. 2020

Summary: Full-stack web application with rich UI, including canvas-based interactive elements and complex form workflows.

Responsibilities:

- Develop UI and server-side integration; build canvas-based interactive components with React-konva; manage form logic with Redux-form; communicate directly with the client.

Technologies: React.js, Redux, ES6, SASS, Axios, Redux-form, Redux-thunk, React-transition-group, React-konva.

Bikebiz; Kateric, Supreme, MisionBio

Duration: Jan. 2019 - Aug. 2019

Summary: React.js development and bug fixing (Bikebiz); PSD→HTML conversion, bug fixing, and WordPress theme creation (Kateric, Supreme, MisionBio).

Technologies: React.js, HTML, CSS (Flexbox), JS, BEM, jQuery, WordPress.

EDUCATION

- **Master's Degree, Faculty of Mechanical Machinery Institute.**
National Technical University of Ukraine "Igor Sikorsky KPI",
Duration: Sep. 2014 - Sep. 2020

