

Anatoliy Sh

Senior Full Stack Ruby on Rails Developer

SUMMARY

- Has 10+ years of software development experience. - Worked on 4 projects for 3 years using my Ruby skills as a Full Stack Developer. - Has 3 years of experience as a tech lead in a Front-end team. - Experience in creating architectural solutions, code optimization and verification. He also knows how to create new features, fix bugs, implement design and user interface, as well as establish interaction between the Front-end and Back-end parts. - Advanced English - Available ASAP

TECHNICAL SKILLS

Main Technical Skills	Ruby, JavaScript, TypeScript, PHP, Ruby on Rails
Programming Languages	C, C++, CoffeeScript, JavaScript, PHP, Ruby, TypeScript
JavaScript Frameworks	Angular, jQuery, React, Stimulus, three.js, Vue.js
Ruby Libraries and Tools	ERB, rubocop
JavaScript Libraries and Tools	Grunt, Gulp.js, NPM, Stimulus, three.js, Webpack, Yarn
Ruby Frameworks	Ruby on Rails
PHP Frameworks	Yii
Databases & Management Systems / ORM	MariaDB, MongoDB, MySQL, PostgreSQL, Redis
UI Frameworks, Libraries, and Browsers	CSS, HAML, HTML5, jQuery, LESS, Pug, SASS, SCSS
Web/App Servers, Middleware	Apache HTTP Server, Nginx, Puma (Ruby/Rack Web Server)
Deployment, CI/CD & Administration	CI/CD, CircleCI
Virtualization, Containers and Orchestration	Docker, LXC, Vagrant
Methodologies, Paradigms and Patterns	Functional Programming, OOP, TDD
Version Control	Git, Mercurial, SVN
Mail / Network Protocols / Data transfer	HTTPS
	JSON API, RESTful API

SDK / API and Integrations	
Operating Systems	Linux, macOS, Windows
Platforms	Magento, WordPress
Third Party Tools / IDEs / SDK / Services	MathCAD, MatLab, Yarn
QA, Test Automation, Security	RSpec
File Systems, Storage	XML
Other Technical Skills	Devise-jwt, Fasterer, Jade, Maple, Overcommit, Pagy, Pry-rails, pundit, Rolify, Sass-rails, Stimulus-reflex, Stylus, Webpacker

Senior Full Stack developer - The e-learning platform for developers

February 2022 – July 2022

Description: The product provides the ability to solve tasks in the browser and check on the server. The study program contains levels and lessons and is built as a game.

Responsibilities: I am responsible for both sides of the project. I create the Front-end part with Stimulus, make architectural solutions, and implement the interactive UI and client-server interaction. Also, I take part in planning Back-end architecture and database structure, developing API, and covering it with tests. I create algorithms for processing dynamic data structures. Besides, I participate in meets with the developers' team, the product owner, and the specialist in marketing, proposing some business logic.

Project Team Size: 10

Technologies: Ruby on Rails, PostgreSQL, Redis, Devise-jwt, Docker, Rspec, SASS, Haml, Stimulus, StimulusReflex, Yarn, Webpack, Hotwire, ActionCable.

Tech Lead & Senior Front-end Developer - The furniture shop

June 2019 – December 2021

Description: The project was an e-commerce website with a Back-end engine based on Magento 1.9 with various extensions and with a very custom Front-end (multi-mode dynamic navigation, quiz for searching the products, comfortable UI for product configuration, and average e-commerce pages customized for tricky business logic on client part and multi-user runtime orders processing engine on Admin).

Responsibilities: I was composing an architecture of new features, programming the Front-end functionality/design, developing Front-end plugins (and PHP helpers), and creating dynamic client-server functionality via API based on Ajax or WebSocket. Also, I was responsible for planning and assigning tasks, making code reviews, merging tasks, refactoring the legacies, bug-fixing, speed optimizing, and mentoring people.

Project Team Size: ~ 30



Technologies: Vanilla JS, jQuery, PrototypeJS, HTML 5, XML, CSS, Python, PHP, Magento 1.9, Vue.

Senior Full Stack developer - The application for smart house

January 2019 – October 2019

Description: It was the company that equips buildings with smart technologies. I developed the website for them with 3D modeling, animation tricks, dynamic UI, and responsive design modern technologies.

Responsibilities: I was a sole Full Stack developer, so I was responsible for composing an architecture and a database structure, creating API, implementing Back-end and Front-end functionality, and developing innovative features and design&UI. Besides, I received all requirements directly from the client and discussed business logic with him.

Project Team Size: 1

Technologies: Ruby on Rails, JavaScript, PostgreSQL, Stylus, Pug, NPM, Rspec, ThreeJS.

Senior Full Stack developer - The freelance site

June 2018 – January 2019

Description: The product was a site for freelancers, especially designers. There were many features: creating a portfolio, searching by parameters, saving data to lists, watching ratings, paying and receiving money, and so on.

Responsibilities: I was a freelancer, I created API and a connection between Front-end and Back-end parts. Also, my responsibility consisted of Front-end architecture and design. I was involved in bug-fixing, refactoring, code reviews, and mentoring other developers.

Project Team Size: ~ 10

Technologies: Ruby on Rails, React, PostgreSQL, Docker, AWS, Rspec.

Senior Front-end Developer - The welding equipment shop

December 2017 – June 2018

Description: It was a regular e-commerce website with landing, catalog, product, cart, checkout, and account pages.

Responsibilities: I implemented pages, plugins, custom features, and designs for products, and made bug-fixing. Besides, I supported existing projects and made performance optimization. Also, my responsibilities included communication with clients and participation in all Scrum processes.

Project Team Size: 8



Technologies: Magento 2, XML, LESS, jQuery, Knockout, Grunt.

Senior Front-end Developer - The video aggregator

June 2016 – July 2017

Description: The product collected movies and series from providers like Amazon, Netflix, and so on. Also, it provides all the desired user interfaces in one resource. For example, finding videos by parameters, getting updates to future releases, watching ratings, summaries, reviews, and trailers, exploring providers' libraries, subscribing, and registering.

Responsibilities: I implemented pages, modules and particular functionality, invented solutions for features, refactored a legacy, fixed bugs, and optimized the Front-end system. There I wrote code with Ruby first time and mentored other developers.

Project Team Size: ~ 15

Technologies: Ruby on Rails, HAML, ERB, SCSS, React, Reflux, JSX, Underscore, jQuery, Vanilla JS, CoffeeScript.

Tech Lead & Front-end Developer - The e-market of computers

November 2015 – March 2016

Description: The product was the e-market of computers and accessories where you can build the PC from components, evaluate performance and compatibility, view technical details, and order.

Responsibilities: I explored Magento 2 and its extensions, composed the solutions for features requested, planned the product development strategy, implemented functionality and design, and managed tasks. Also, I supported the existing projects, migrated the websites from Magento 1 to Magento 2, and helped other developers.

Project Team Size: ~ 15

Technologies: Magento 1, Magento 2, Vanilla JS, jQuery, Prototype, Gulp, Grunt, Demandware, SCSS, LESS.

Middle Front-end Developer - The art store

October 2013 – August 2015

Description: There was a German e-shop where painters and designers sell their art products and prints with art. The project contained a customized UI specific to their subjects.

Responsibilities: My responsibilities included making e-commerce websites from scratch, engineering the Front-end architecture, implementing design and functionality, supporting existing code, and making performance optimization.

Project Team Size: ~ 20



Technologies: Magento 1, jQuery, Prototype, Grunt, SCSS.

Middle Front-end Developer - The site of a food and drink corporation

July 2013 – October 2014

Description: There was a site of the multinational food and drink processing conglomerate corporation. We worked with the company's main website, and websites dedicated to particular company products where the user can explore the products, configure it, and make an order.

Responsibilities: I was responsible for support and optimization of existing design and functionality. Besides, I implemented the features requested, fixed the existing ones, made refactoring and bug-fixings, and optimized the performance.

Project Team Size: ~ 20

Technologies: Magento 1, jQuery, Prototype.

Front-end Developer - The banking system portal

September 2012 – July 2013

Description: The innovative startup provided a customer portal for the banking system where the user can observe the currency diagrams, make trading, pay for services, store funds, and so on. Here I was the sole Front-end developer responsible for the UI system of the project's web application.

Responsibilities: I implemented an absolute new GUI, created Front-end interfaces and tools, and developed new features.

Project Team Size: ~ 15

Technologies: custom PHP engine, jQuery, Prototype, RequireJS.

