

Andrej Deriabin

Frontend Software Engineer

Citizenship: Lithuania
Job type: Remote, full-time

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Github: <https://github.com/a-deriabin>
Portfolio: <https://a-deriabin.github.io/Me/>

Relevant technical skills

Languages: JavaScript, Typescript

Technologies: React.JS, Redux (with Redux Thunk), SCSS, React Native, Jest, Next.JS

Tools: Webpack, Babel, Git

Experience

ITMO University, Saint-Petersburg

September 2021 – June 2022

Programming tutor / Part time

- Was explaining programming basics (using Python), preparing coding assignments, performing code reviews
- Mentored team projects (e.g., chat-bots, scientific calculators, and a web-based faculty map)

Stonks.online, Saint-Petersburg

January 2021 – February 2022

Full-stack software engineer / Full time

- Designed a clothing aggregator service's architecture
- Developed and published a cross-platform mobile app (1000+ users) using React Native, Redux, Typescript, and a custom UI components library
- Achieved smooth UX on low-end mobile devices
- Built and optimized backend to handle 1+ million items daily and respond to search requests in under a second
- Developed admin dashboard using React.js

Advertalyze, Saint-Petersburg

October 2019 – December 2020

Full-stack software engineer / Full time

- Developed domain-specific data collection software that saved hundreds of hours for advertisement specialists
- Developed a web-based dashboard with a variety of data filtering and analysis options using React.JS and Flask

Another Successful Team, Vilnius

January 2014 – August 2017

Game programmer / Full time (non-commercial)

- Gathered a team of four enthusiasts with whom we tested multiple video game concepts, created two small mobile games, and worked on three medium-scale game projects (30k+ lines of code each)
- Organized the development process, including usage of a version control system (Git), task tracker (Trello), and a cloud file storage
- Worked on such things as procedural content generation, pathfinding, UI, game mechanics implementation, and performance optimization (using C#, .NET, and Unity3D)

Education

Master of Software Engineering

2021 – 2023

ITMO University, Saint-Petersburg, Russia

Bachelor of Software Engineering

2017 – 2021

ITMO University, Saint-Petersburg, Russia

Additional info

I'm available for hire as a remote, full-time contractor (B2B contract) from Lithuania.

Comfortable time zones: UTC+3 to UTC-8.