

CURRICULUM VITAE

ABSTRACT

Name: Anton Nemtsev

Date of Birth: May 21, 1983

Citizenship: Ukraine

Languages: Russian, Ukrainian, English

Status: Available for hire

- Freelance developer from 2000 till 2016
- Full-stack developer
- Representative of Web Standards <<http://web-standards.ru/editors/>> community in Ukraine
- Founder and chief-editor of Frontender Magazine <<http://frontender.info/>>
- Speaker at local and international web development conferences
- UA Web Challenge expert

CONTACTS

Email: thesilentimp@gmail.com

Skype: ravencry

GitHub: <http://github.com/SilentImp>

LinkedIn: Anton Nemtsev <<http://ua.linkedin.com/pub/anton-nemtsev/3/b1/592/>>

Twitter: @silentimp

Site: <http://frontender.info/>

Phone (UA): +31 (62) 184-72-77

SKILLS

MARKUP

HTML
HAML
Slim
Jade
Markdown
Pug

SCRIPTING

JavaScript
Coffee
jQuery
React.js
ES NEXT
TypeScript
Ramda

STYLES

CSS
SASS
Compass
Less
Stylus
PostCSS

BACKEND

PHP
Node.js

VCS

Git
Mercurial

AUTOMATIZATION

Grunt
Gulp
Webpack
Docker
GitLab CI

DATABASE

MySQL
MongoDB

ADDITIONAL

Photoshop
Flash
ActionScript
Magento
Sketch

EXPERIENCE

- 2023-: Work at i3d.net as a Staff Engineer. Great opportunity to build Amazon AWS competitor almost ground up.
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- 2021-2023: Work at Amazon AWS. RDS Ops Console is an internal Rails web application which allows engineers to manage the RDS service and its resources. I have created frontend roadmap, implement code style control and build unit testing system with coverage control, add feedback mechanisms for the console consumers, cover console with canaries and many more.
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- 2019-2021: Work at Werkspot <<https://werkspot.nl/>> as a frontend-developer. Help build a new front-end stack based on React and Next.js framework and continue migrating an application to this stack. Among other things developed the translations system, form management system, introduce grid layout, and participate in creating business-critical user flows. Help with hiring people. Work on company branding by representing the company on conferences and writing articles.
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- 2017-2018: Work at Template Monster <<https://www.templatemonster.com/>> as lead frontend-developer. I have lead three teams with eight frontend developers located in Lviv, Mykolaiv and Kyiv. Participate in hiring people for these teams and mentoring. Take part in the creation of project architecture, including the frontend part of the project. We have transformed the project from the shop that sells products created in the Template Monster to the platform that allows anyone to sell media content. The platform was created ground up, with the new design system. Technical part included multiple REST microservices and was built with React with unique SSR solution. Huge work was done on performance optimization, including http2 push and use of the client-side cache.
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- 2016-2017: Work at VAIMO <<http://www.vaimo.com/>> on projects BAUHAUS Sweden <<https://www.bauhaus.se/>> , Jack Daniel's UK <<http://store.jackdaniels.co.uk/>> , Jack Daniel's DE <<https://www.jackdaniels.de/>> , Brown-Forman Australia <<http://www.brownforman.com.au/>> , ONTIME <<https://www.ontime.com/>> etc. Help building education processes inside the company. Partipate in the introducing es6 to the company stack.
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- 2015-2016: Work as frontend-developer in projects of Areto Development <<https://www.aretodev.com/>> , Vacay Kit <<http://vacaykit.com/>> , 3 Way Talk <<https://3waytalk.com/>> , Yoke Labs.
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- 2014-2015: Work as frontend-developer in projects of Aligned Code <<http://www.alignedcode.com/>> , Binary Garage, Yoke Labs, CB Territory <<https://territory.com.ua/>> .
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- 2012-2013: Development of Focal Point for Parallels Software
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- 2012: Development of Giftofoni
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- 2011-2012: Development of <http://zn.ua/> and <http://znaki.fm/>
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- 2011: Working with Evil Martians <<http://evilmartians.com/>> studio. Among projects are <http://groupon.ru/> and <http://i-lift.tv/>
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- 2010-2011: Development of <http://www.pokeroff.ru/>
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2005-2010: Projects development for advertising agencies R.A.M. and Paradigm Consulting Group

Working with such brands as Pall Mall, Kent, Camel, Lays, Kinder, DreamWorks, MTV, Indesit, Samsung etc.

Providing services as frontend-developer, flash-developer (drawing, animaton, ActionScript), designer.

EDUCATION

2000-2007 National Technical University of Ukraine 'Kyiv Polytechnic Institute', Post-Graduate Study

- Specialist degree in development of electronic devices
- Master's degree in computer science

1990-2000 Physical & Mathematical School

SPEAKING

ChernivtsiJS

Chernivtsi, June 23, 2018

Make checkout great again

Internet acquiring? What are you talking about?!

- GitHub <<https://github.com/SilentImp/paymentRequestAPI-3>>
- Presentation online <<https://silentimp.github.io/paymentRequestAPI/>>
- Video <<https://www.youtube.com/watch?v=EZofZgflsDk&t=2s&index=12&list=PLt-pAla9BS41XDcHK49CwzkOjEDB6eJ7q>>

Front & Day

Kyiv, April 7, 2018

Make checkout great again

Internet acquiring? What are you talking about?!

- GitHub <<https://github.com/SilentImp/paymentRequestAPI-1>>
 - Presentation online <<https://silentimp.github.io/paymentRequestAPI/>>
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JavaScript fwdays'18

Kyiv, March 18, 2018

Code Style & Violence

How to implement and control codestyle best practices in your team.

- [GitHub <https://github.com/SilentImp/codeStyleAndViolenceRu>](https://github.com/SilentImp/codeStyleAndViolenceRu)
- [Presentation online <https://silentimp.github.io/codeStyleAndViolenceRu/>](https://silentimp.github.io/codeStyleAndViolenceRu/)
- [Video <https://www.youtube.com/watch?v=qHlhWxHSi_0&index=9&list=PLPcgQFk9n9y8_G0Gyh0yqDuiZqy15RLDo>](https://www.youtube.com/watch?v=qHlhWxHSi_0&index=9&list=PLPcgQFk9n9y8_G0Gyh0yqDuiZqy15RLDo)

National Aerospace University – Kharkiv Aviation Institute

Kharkiv, March 15, 2018

Make checkout great again

Internet acquiring? What are you talking about?!

- [GitHub <https://github.com/SilentImp/paymentRequestAPI-2>](https://github.com/SilentImp/paymentRequestAPI-2)
- [Presentation online <https://silentimp.github.io/paymentRequestAPI/>](https://silentimp.github.io/paymentRequestAPI/)

Съестъ Собаку

Kharkiv, March 15, 2018

Code Style & Violence

How to implement and control codestyle best practices in your team.

- [GitHub <https://github.com/SilentImp/codeStyleAndViolenceRu>](https://github.com/SilentImp/codeStyleAndViolenceRu)
- [Presentation online <https://silentimp.github.io/codeStyleAndViolenceRu/>](https://silentimp.github.io/codeStyleAndViolenceRu/)
- [Video <https://www.youtube.com/watch?v=XkoC18vDO_A&list=PLrMnVHTI8Te49s0QY-ZMgP7_hj9T-jg1L&index=8>](https://www.youtube.com/watch?v=XkoC18vDO_A&list=PLrMnVHTI8Te49s0QY-ZMgP7_hj9T-jg1L&index=8)

Projector

Kyiv, February 17, 2018

Holy Grail

Let's talk about layouts. From the start.

- [GitHub <https://github.com/SilentImp/LayoutTalk>](https://github.com/SilentImp/LayoutTalk)
- [Presentation online <https://silentimp.github.io/LayoutTalk/>](https://silentimp.github.io/LayoutTalk/)
- [Video <https://www.youtube.com/watch?v=NrxjgNfsf1s>](https://www.youtube.com/watch?v=NrxjgNfsf1s)

FrontFest

Moscow, November 18, 2018

Code Style & Violence

How to implement and control codestyle best practices in your team.

- [GitHub <https://github.com/SilentImp/codeStyleAndViolenceRu>](https://github.com/SilentImp/codeStyleAndViolenceRu)
- [Presentation online <https://silentimp.github.io/codeStyleAndViolenceRu/>](https://silentimp.github.io/codeStyleAndViolenceRu/)
- [Video <https://www.youtube.com/watch?v=HZF3XRNOpGo>](https://www.youtube.com/watch?v=HZF3XRNOpGo)

ChernivtsiJS

Chernivtsi, June 10, 2017

Holy Grail

Let's talk about layouts. From the start.

- [GitHub <https://github.com/SilentImp/LayoutTalk>](https://github.com/SilentImp/LayoutTalk)
- [Presentation online <https://silentimp.github.io/LayoutTalk/>](https://silentimp.github.io/LayoutTalk/)
- [Video <https://www.youtube.com/watch?v=stdZDiUfWH8>](https://www.youtube.com/watch?v=stdZDiUfWH8)

KharkivCSS

Kharkiv, April 22, 2017

Holy Grail

Let's talk about layouts. From the start.

- [GitHub <https://github.com/SilentImp/LayoutTalk>](https://github.com/SilentImp/LayoutTalk)
 - [Presentation online <https://silentimp.github.io/LayoutTalk/>](https://silentimp.github.io/LayoutTalk/)
 - [Video <https://youtu.be/okFs-XoZoxY?list=PLJ5NW5T60Uphxafs2etSYrVYshi_V5T1->](https://youtu.be/okFs-XoZoxY?list=PLJ5NW5T60Uphxafs2etSYrVYshi_V5T1->)
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VAIMO Tech Monthly

Kyiv, March 26, 2017

JavaScript Types

Talk about JavaScript Types and type cast principles.

- [GitHub <https://github.com/SilentImp/ES6Types>](https://github.com/SilentImp/ES6Types)
- [Presentation online <https://silentimp.github.io/ES6Types/>](https://silentimp.github.io/ES6Types/)

VAIMO Tech Monthly

Kyiv, February 8, 2017

ES6 Intro

Talk about ECMA-262 life cycle, how to use new language features before browser implementation and how to use ESX in Magento 1 and 2.

- [GitHub <https://github.com/SilentImp/ES6Intro>](https://github.com/SilentImp/ES6Intro)
- [Presentation online <https://silentimp.github.io/ES6Intro/>](https://silentimp.github.io/ES6Intro/)

Web Standards Days

Kyiv, November 26, 2016

You don't know CSS!

In this talk we will dig into lifecycle of CSS specification development, overview some interesting drafts and find out why you should read drafts.

- [GitHub <https://github.com/SilentImp/youDontKnowCSS>](https://github.com/SilentImp/youDontKnowCSS)
- [Presentation online <https://silentimp.github.io/youDontKnowCSS/>](https://silentimp.github.io/youDontKnowCSS/)

Web Standards Days

Minsk, October 29, 2016

You don't know CSS!

In this talk we will dig into lifecycle of CSS specification development, overview some interesting drafts and find out why you should read drafts.

- [GitHub <https://github.com/SilentImp/youDontKnowCSS>](https://github.com/SilentImp/youDontKnowCSS)
- [Presentation online <https://silentimp.github.io/youDontKnowCSS/>](https://silentimp.github.io/youDontKnowCSS/)
- [Video <https://youtu.be/VoA-aQu75Xk>](https://youtu.be/VoA-aQu75Xk)

KharkivCSS

Kharkiv, September 17, 2016

You don't know CSS!

In this talk we will dig into lifecycle of CSS specification development, overview some interesting drafts and find out why you should read drafts.

- [GitHub <https://github.com/SilentImp/youDontKnowCSS>](https://github.com/SilentImp/youDontKnowCSS)
- [Presentation online <https://silentimp.github.io/youDontKnowCSS/>](https://silentimp.github.io/youDontKnowCSS/)
- [Video <https://youtu.be/O4kiMLPeNGw?list=PLJ5NW5T60UphOVDsbAC97JQ2KEprVgh2r>](https://youtu.be/O4kiMLPeNGw?list=PLJ5NW5T60UphOVDsbAC97JQ2KEprVgh2r)

Nordic.js

Stockholm, September 8, 2016

Lightning talk “You don't know CSS”

In this talk we will dig into lifecycle of CSS specification development, overview some interesting drafts and find out why you should read drafts.

- [GitHub <https://github.com/SilentImp/youDontKnowCSSEn>](https://github.com/SilentImp/youDontKnowCSSEn)
- [Presentation online <https://silentimp.github.io/youDontKnowCSSEn/>](https://silentimp.github.io/youDontKnowCSSEn/)
- [Video <https://youtu.be/Yr7kY7wwcl0>](https://youtu.be/Yr7kY7wwcl0)

Web Standards Days

Kyiv, November 28, 2015

Offline first

What is offline first and how it may be used for your profit

- [GitHub <https://github.com/SilentImp/offline-first>](https://github.com/SilentImp/offline-first)
 - [Presentation online <http://silentimp.github.io/offline-first/>](http://silentimp.github.io/offline-first/)
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Web Standards Days

Minsk, October 31, 2015

Offline first

What is offline first and how it may be used for your profit

- Video <<https://youtu.be/f1DVxtjiBc4?t=19398>>
- GitHub <<https://github.com/SilentImp/offline-first>>
- Presentation online <<http://silentimp.github.io/offline-first/>>

IT ФОРУМ

Kyiv, May 24, 2015

Offline first

What is offline first and how it may be used for your profit

- GitHub <<https://github.com/SilentImp/offline-first>>
- Presentation online <<http://silentimp.github.io/offline-first/>>

Web Standards Days

Riga, May 24, 2014

Localization and Internationalization

Overview of international specifications and localization process with i18next and l20n

- Video <<http://vimeo.com/90835630>>

Frontend Dev Conf 2014

Minsk, August 24, 2014

WebGL and Lazy Game Dev

Lazy game development with use WebGL and Three.js

- Video <<https://www.youtube.com/watch?v=ROiVmJ1DPL4>>
- GitHub <<https://github.com/SilentImp/threejs-gaming/tree/master/production>>

PIT++ 2014

Moscow, April 14, 2014

Localization and Internationalization

Overview of international specifications and localization process with i18next and l20n

- Video <<http://vimeo.com/90835630>>

DUMP 2014

Ekaterinburg, March 14, 2014

Localization and Internationalization

Overview of international specifications and localization process with i18next and l20n

- Video <<http://vimeo.com/90835630>>
- GitHub <<https://github.com/SilentImp/localizaion>>
- Presentation online <<http://silentimp.github.io/localizaion/>>

DUMP 2014

Ekaterinburg, March 14, 2014

One Year of Frontender Magazine

Magazine goals, history and what we had achieved for the last year

- GitHub <<https://github.com/SilentImp/FrontenderMagazinePresentation>>
 - Presentation online <<http://silentimp.github.io/FrontenderMagazinePresentation>>
-

Web Standards Days

Kyiv, October 26, 2013

Lost Specifications

JavaScript API we forget or even don't know about

- [GitHub <https://github.com/SilentImp/lost-specs>](https://github.com/SilentImp/lost-specs)
- [Presentation <http://webstandardsdays.ru/2013/10/26/lost-specs.zip>](http://webstandardsdays.ru/2013/10/26/lost-specs.zip)
- [Presentation online <http://silentimp.github.io/lost-specs/>](http://silentimp.github.io/lost-specs/)

Web Not Bombs

Minsk, September 19, 2013

Lazy Game Dev

Lazy development of casual games with JavaScript and DOM

Web Not Bombs

Minsk, September 19, 2013

Frontender Magazine

About magazine, why it was founded and where frontend developers come from

- [GitHub <https://github.com/SilentImp/aboutFrontenderMagazine>](https://github.com/SilentImp/aboutFrontenderMagazine)
- [Presentation online <http://silentimp.github.io/aboutFrontenderMagazine/>](http://silentimp.github.io/aboutFrontenderMagazine/)

ITSea

Kazantip, August 22, 2013

Lazy Game Dev

Lazy development of casual games with JavaScript and DOM

KharkivJS

Kharkiv, June 22, 2013

Lazy Game Dev

Lazy development of casual games with JavaScript and DOM

- [Video <http://www.youtube.com/watch?v=G3J2-BFdUt8>](http://www.youtube.com/watch?v=G3J2-BFdUt8)

DUMP 2013

Yekaterinburg, May 24, 2013

Lazy Game Dev

Lazy development of casual games with JavaScript and DOM

- [Video <https://www.youtube.com/watch?v=6K5UPIY0fy8&index=5&list=PLRdS-n5seLRpVRDbIlg0KDFr5V4RlvaDiR>](https://www.youtube.com/watch?v=6K5UPIY0fy8&index=5&list=PLRdS-n5seLRpVRDbIlg0KDFr5V4RlvaDiR)

PIT++ 2013

Moscow, April 23, 2013

Lazy Game Dev

Lazy development of casual games with JavaScript and DOM

- [Video <https://vimeo.com/74731054>](https://vimeo.com/74731054)
- [GitHub <https://github.com/SilentImp/LazyGameDev>](https://github.com/SilentImp/LazyGameDev)
- [Presentation online <http://silentimp.github.io/LazyGameDev/>](http://silentimp.github.io/LazyGameDev/)

Web Standards Days

Moscow, November 24, 2012

JavaScript Patterns

What is it, why to use them and common patterns

- [Video <http://tech.yandex.ru/events/yagosti/wsd-msk-nov-2012/talks/455/>](http://tech.yandex.ru/events/yagosti/wsd-msk-nov-2012/talks/455/)
- [Presentation <http://webstandardsdays.ru/2012/11/24/patterns.zip>](http://webstandardsdays.ru/2012/11/24/patterns.zip)

KharkivJS

Kharkiv, December 15, 2012

Some Funy CSS Tricks You May Use in Lazy Game Dev

Web Standards Days

Kyiv, October 13, 2012

On the Edge

3D and 2D-animation and emotions in the web with CSS

Fronteers Jam Session

Amsterdam, October 3, 2012

Some Funy CSS Tricks You May Use in Lazy Game Dev

- Video <<http://fronteers.nl/congres/2012/jam-session/some-funy-css-tricks-you-may-use-in-lazy-game-dev-anton-nemtsev>>

Web Standards Days

St. Petersburg, June 23, 2012

On the Edge

3D and 2D-animation and emotions in the web with CSS

PIT++ 2012

Moscow, April 2, 2012

On the Edge

3D and 2D-animation and emotions in the web with CSS

- Video <<https://vimeo.com/channels/wstdays/47083690>>
- Presentation <<http://webstandardsdays.ru/2012/04/02/pres/3d-emotional.zip>>

Web Standards Days

Moscow, December 13, 2011

Editing Content in the Browser

How it should be, how it is and why do we need it anyway

Web Standards Days

Minsk, October 29, 2011

Editing Content in the Browser

How it should be, how it is and why do we need it anyway

- Video <<https://vimeo.com/channels/wstdays/33214437>>
- Presentation <<http://webstandardsdays.ru/2011/10/29/editable.zip>>

Web Standards Days

Kyiv, October 22, 2011

Editing Content in the Browser

How it should be, how it is and why do we need it anyway

Web Standards Days

Kyiv, September 18, 2010

Overview of the new JavaScript API

HTML5 specification and other W3C specification drafts

- Video <<https://vimeo.com/channels/wstdays/17246164>>
- Presentation <<http://webstandardsdays.ru/2010/09/18/javascript-api.zip>>

Web Standards Days

Riga, May 22, 2010

HTML5 and CSS3

Evolution of webstandards

- Presentation <<http://webstandardsdays.ru/2010/05/22/pres/html5.zip>>