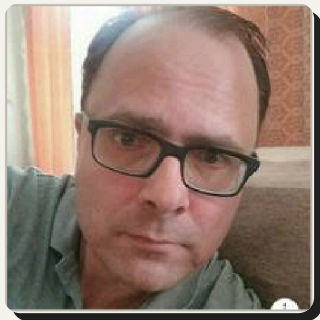




ROMAN YAKOVLEV

FRONTEND DEVELOPER · VUE ·
TYPESCRIPT

CONTACTS



Telegram
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GitHub
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Website
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ABOUT

Location

Batumi, Georgia · open to remote work

Experience

17 years and 6 months

Salary expectations

from \$3,000

SKILLS

- JavaScript · TypeScript
- Vue.js · Nuxt.js
- React · Redux
- HTML · CSS · SCSS · TailwindCSS
- Responsive layout · BEM
- REST · GraphQL
- Storybook · Sentry

ARCHITECTURE

- DDD and FSD for structuring large frontend projects.

Frontend developer with over 17 years of experience, specializing in Vue.js and TypeScript. Launched commercial platforms from scratch, built mock infrastructure and design systems, and was the first on my teams to introduce Sentry and unified development processes. Worked with interactive canvas/3D maps, form and survey builders, and corporate SSO. I follow DDD and FSD architectural approaches and the functional paradigm. Mentor and interviewer (30+ technical interviews). Open to remote work.

17+

YEARS OF EXPERIENCE

30+

INTERVIEWS
CONDUCTED

90+

LIGHTHOUSE

EXPERIENCE

SENIOR FRONTEND DEVELOPER

RUT KOD · Moscow · team of 8

Nov 2025 — Feb 2026 · 4 mos

- Built a fast, convenient virtual on-screen keyboard from scratch for a touch-interface information kiosk (submitting and tracking requests), delivering against a hard deadline.
- Implemented an interactive layer over a canvas map for a client in the transport industry: popups and panels on object click, transitions to Chart.js charts (Gantt, line, bar); all work done on mocks while the backend was developed in parallel.
- Quickly got up to speed on a large legacy codebase (100+ Vue components) of an economic modeling system — within 2 weeks actively fixed bugs, added fields to calculation forms with complex dependencies and validation, and improved UX.
- Took part in code reviews, aligned API contracts with the backend, and discussed interactive features with the designer.

LEAD FRONTEND DEVELOPER

«National Education» Publishing House · Moscow

Aug 2023 — Nov 2025 · 2 yrs 4 mos

- Made a significant contribution to the first version of a key educational platform: a catalog storefront of 30+ courses with filters, checkout, a personal account, and integration with corporate SSO (authorization, token refresh, route protection).
- Set up convenient mock infrastructure to avoid blocking development; as an architectural experiment, implemented an API client using the "adapter" pattern for painless switching from mocks to live data.
- Applied a non-standard solution — Redux Toolkit for state management in a Vue 3 project instead of the usual Pinia.

- Design patterns (e.g., "Adapter" for abstracting the API layer over mocks and live data).
- Functional paradigm where appropriate: pure functions, immutability, predictability.
- Pet projects in Haskell to sharpen functional thinking.

COMMUNITY

GitHub @fellz

528 contributions across 12 repositories: JavaScript · Ruby · TypeScript · Clojure · Vue

- Was a key developer of the MVP of an internal Typeform-style web survey system: drag-and-drop form builder, all question types, conditional branching, survey completion, and results collection.
- First in the company to introduce Sentry into a key project — started catching production errors, including ones that slipped past QA.
- Initiated the adoption of a design system and Storybook; assembled and documented a library of reusable UI components.
- Consistently kept the Lighthouse score at 80+ through image loading optimization and other performance improvements.
- In parallel, maintained several small sites and landing pages (including in React) for the company's seminars and side projects.
- Mentored colleagues, helped with onboarding, and regularly ran code reviews and technical interviews (30+ over my career).
- Set up processes: pre-commit hooks, linters, unified PR and code review conventions, and championed TypeScript discipline.

LEAD FRONTEND DEVELOPER

Anvio · Saint Petersburg · team of 2 frontend devs

Dec 2021 — Jul 2023 · 1 yr 8 mos

- As lead frontend developer, built and launched a commercial booking platform for a VR company from scratch.
- Implemented the full booking flow (game → date and time → number of players → location) with integration of a Django REST backend, a promo-code system, and multilingual support for different countries and cities (20+ locations).
- Extended the admin panel: large sections for managing game content and mechanics — content managers add new games on their own, without developer involvement.
- Achieved strong SEO and a Lighthouse score of 90+ even with heavy video on the homepage and complex animations; repeatedly launched the site quickly ahead of a new VR location opening.
- Worked closely with the Django backend team, partnered with the designer, set up unified frontend processes (linters, pre-commit hooks, code review), and conducted technical interviews.

FRONTEND DEVELOPER · VUE

Coding Team · Saint Petersburg

Nov 2020 — Dec 2021 · 1 yr 2 mos

- The most challenging project — an interface for working with 2D/3D maps (Cesium + Mapbox GL) in a team of 4: 3D scenes, logic for placing objects on terrain, geodesic distance calculations and measurements.
- For a large metallurgical holding, implemented an interactive canvas map for a dispatching system with trains and railcars moving between points.
- Extended the Storybook UI library for a large insurance company, adding around 40 visual components with documentation.
- For an edtech startup, built a chat with attachment support and real-time messaging via websockets.
- Over this period, successfully switched between 4 projects of varying complexity across different stacks (Vue/React, JavaScript/TypeScript), quickly adapting to new codebases and teams of 2 to 10 people.