

Roman Yakovlev

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PROFILE

Frontend developer specializing in Vue 3 + TypeScript. 10+ years in web development. I've launched commercial platforms from scratch: catalogs with checkout, booking, form and survey builders. Complex interactivity: canvas and 2D/3D maps (Cesium, Mapbox GL), realtime over WebSocket. Design systems and Storybook, corporate SSO, mock infrastructure and adapter-pattern API clients. Architecture — Feature-Sliced Design with boundaries enforced by the linter. Bonus: I can cover both halves of the app — my own full-stack products (FastAPI, Node.js) are deployed and running in production.

EXPERIENCE

Senior Frontend Developer

Nov 2025 — Feb 2026

Rootcode

Moscow (remote)

- Built a virtual on-screen keyboard for a touch kiosk from scratch to a hard deadline — from UX design to a working product.
- Built the interactive layer over a canvas map for a transport-industry client: popups and panels per object, drill-downs to charts (Gantt, line, bar).
- Negotiated API contracts with the backend team and developed against mocks in parallel with their implementation — the frontend never sat waiting for endpoints.
- Ramped up on a 100+ Vue-component legacy codebase (an economic modeling system) in 2 weeks and started shipping: bug fixes, calculation forms with complex dependencies, UX improvements.

Lead Frontend Developer

Aug 2023 — Nov 2025

"National Education" Publishing House

Moscow (remote)

- Key developer of the first version of an educational platform: a catalog of 30+ courses with filters, checkout, a personal account; the entire authentication layer with corporate SSO (authorization, token refresh, route protection) was mine.
- Key developer of the MVP of an internal Typeform-style survey system: a drag-and-drop form builder, all question types, conditional branching, survey runs and result collection.
- Designed an API client using the adapter pattern and set up mock infrastructure: the frontend stopped being blocked by backend readiness, and switching to live data required no feature-code rewrites.
- First in the company to introduce Sentry — the team started seeing production errors, including ones QA had missed. Initiated the design system and Storybook.
- Mentored colleagues, ran technical interviews, set up processes: pre-commit hooks, linters, PR and code-review rules.

Lead Frontend Developer

Dec 2021 — Jul 2023

Anvio

Saint Petersburg

- Designed, built and launched a commercial booking platform for a VR company from scratch — a product that made money from day one.
- The full booking flow on top of a Django REST backend: contract negotiation, error and payment-state handling, promo codes, multi-language support for 20+ locations across countries.
- Extended the admin panel so content managers add new games and mechanics without developers — removed engineering from the operations bottleneck.
- SEO and Lighthouse 90+ with heavy hero video and complex animations; launched the site for new VR location openings on tight schedules several times.

Frontend Developer (Vue)

Nov 2020 — Dec 2021

Coding Team

Saint Petersburg

- 2D/3D map interfaces (Cesium + Mapbox GL) in a team of four: 3D scenes, placing objects on terrain, geodesic distance calculations and measurements.
- An interactive canvas dispatch map for a major metallurgical holding: trains and railcars moving between points in real time.

- A realtime chat with attachments over websockets; 40 documented components for a large insurance company's Storybook UI library.
- Switched between four projects on different stacks (Vue/React, JS/TS), ramping up quickly in new codebases and teams of 2 to 10 people.

Earlier experience

2001 — 2020

- *Freelance web developer* (2013 — 2020) — 10+ projects on Vue, Nuxt, Node.js, GraphQL/REST: from websites to a custom CRM.
- *Evrone — project manager* (2012) — Ruby on Rails team; projects included tooling for the Moscow State University supercomputer facility.
- *Trinix Development — web developer* (2009 — 2012) — PHP, WordPress, HTML/CSS/JS.
- *Fabrika Koda — executive director* (2006 — 2009) — three PHP products (a CMS, a site builder, an agile task tracker), a team of 2–3 developers.
- *Atlas IT — internet project manager* (2001 — 2006) — client negotiations in English, managing website development.

PROJECTS

Built solo, from idea to running production. Portfolio with screenshots — ryakovlev.com/#projects.

Booking widget — one widget, three type systems · Vue 3, TypeScript, Effect-TS, Elm

open source

- A hotel booking widget written three times: the base in Vue 3 + TypeScript (strict) audited for 13 "correctness holes", then ports to Effect-TS and Elm — measuring how many holes each type system closes structurally: Effect-TS — 9 of 13, Elm — 12 of 13.
- A clean domain with no framework imports, a port-adapter for data, an atomic-design UI kit, 47 Vitest tests + Playwright e2e.

Htracker — a patient health tracker · Vue 3, TypeScript, FastAPI, PostgreSQL

in production

- A medical history turned from paper into data: examinations, lab results, conditions and treatment courses with a timeline, doctor access. Frontend — Vue 3 + Pinia with Feature-Sliced Design, types generated from the OpenAPI spec, a self-documenting design-system page; backend — FastAPI + PostgreSQL built on DDD. Playwright e2e, Docker, deployed on my own server.

EDUCATION

Pskov Volny Institute

2001

Degree in Finance and Credit

Pskov, Russia

State University of Management

1998

Degree in Banking

Moscow, Russia

SKILLS

Languages: TypeScript, JavaScript, Python, SQL

Frameworks & state: Vue 3, Nuxt, Pinia, React, Redux Toolkit, Composition API

UI: HTML, CSS/SCSS, TailwindCSS, responsive layout, design systems, Storybook, Canvas, Cesium, Mapbox GL, animation (motion-v, GSAP)

Architecture & API: Feature-Sliced Design, DDD, REST, GraphQL, OpenAPI (type generation), WebSocket, JWT/SSO, adapter pattern, mock infrastructure

Quality & tooling: Vitest, Playwright, Sentry, Lighthouse 90+, ESLint, pre-commit, CI/CD, Docker

Backend (bonus): Node.js, FastAPI, PostgreSQL, Effect-TS

Also: English — B1, Russian — native; AI-assisted development (Claude Code); mentor and interviewer (30+ technical interviews)