

Roman Yakovlev

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PROFILE

Fullstack developer: I build the application end to end — from the interface to the database schema, API, deployment and monitoring. 10+ years in web development. Main depth — Vue 3 + TypeScript (commercial platforms from scratch, canvas and 3D maps, design systems, SSO). Backend — Python/FastAPI and Node.js/TypeScript: my own products are deployed and running in production. I design the API contract before the code: the OpenAPI spec is the source of truth and frontend types are generated from it — so drift between backend and client is caught at build time, not in production.

EXPERIENCE

Senior Frontend Developer

Nov 2025 — Feb 2026

Rootcode

Moscow (remote)

- Designed and negotiated API contracts with the backend team and developed against mocks in parallel with their implementation — the frontend never sat waiting for endpoints.
- 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).
- Built a virtual on-screen keyboard for a touch kiosk from scratch to a hard deadline — from UX design to a working product.
- 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.

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

in production

- A medical history turned from paper into data: examinations, lab results, consultations, conditions and treatment courses with a timeline, doctor access to the patient record.
- Backend — FastAPI + PostgreSQL built on DDD: 8 bounded contexts, four layers each, dependencies pointing strictly one way. SQLAlchemy async, Alembic, Pydantic v2, JWT in an httpOnly cookie.
- Frontend — Vue 3 + TypeScript with Feature-Sliced Design; types are generated from the OpenAPI spec, so the API contract and the client cannot drift apart. Playwright e2e, Docker + nginx + CI/CD on my own server.

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.

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, Rust

Frontend: Vue 3, Nuxt, React, Pinia, TailwindCSS, Storybook, Feature-Sliced Design, Canvas, Cesium, Mapbox GL

Backend: FastAPI, SQLAlchemy (async), Alembic, Pydantic, Node.js, Express, Hono, Effect-TS, REST, OpenAPI, JWT, WebSocket, DDD

Databases & infrastructure: PostgreSQL, Docker, nginx, Linux, CI/CD, Prometheus, Grafana, Loki, Sentry

Testing: pytest, Playwright, Vitest, node:test

Spoken languages: English — B1, Russian — native

Also: development workflow built around AI tooling (Claude Code) — the idea-to-production cycle is measured in days; mentor and interviewer (30+ technical interviews)