

Evgenii Zakharov

Senior Frontend Engineer

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PROFESSIONAL SUMMARY

Senior Frontend Engineer with 8 years of React and TypeScript expertise building product interfaces end-to-end: design systems, responsive web applications serving 7.5M users, and real-time interfaces that maintain smooth 120ms state synchronization on mobile devices. Spec-driven development with test cases and performance budgets as release gates.

Built and maintained React applications across e-commerce, gaming, and SaaS platforms using modern tooling (Next).

WORK EXPERIENCE

Tuned • Remote • 08/2026 – Present

AI resume-tailoring SaaS

Founder & Product Engineer

- Built the resume editor in React 19 (TanStack Router and Query, Tailwind v4, Radix): a live PDF preview that renders the same react-pdf template as the server inside a Web Worker and rasterises it with pdf.js, and drag-and-drop on an engine of its own.
- Typed the whole client from the API contract, so a changed procedure is a compile error rather than a broken screen, and made a missing translation a compile error in the same way.

X5 Group • Remote • 04/2024 – 07/2026

One of Europe's largest food retail groups

Senior Software Engineer, Frontend

- Engineered SSR-heavy Next.js flows for a UGC recipe platform serving 7.5M monthly active users, improving Lighthouse Performance on key mobile pages by 15-25 points and stabilizing render and hydration paths.
- Reduced shipped JS payload by 20-35% through code splitting, dependency optimization and tree-shaking, cutting long main-thread tasks and improving TBT on key pages.
- Automated internal React CMS interfaces used daily by over 100 editors and moderators, aligning UI behavior with the content lifecycle and removing manual handoffs from the publishing path.
- Embedded unit, integration and contract tests into CI ahead of release, ensuring code quality and cutting regression escapes before reaching production.
- Improved API contracts and mapping validation, reducing data-mapping Sentry issues by 70% and raising frontend/backend contract reliability through stricter runtime checks.

Sigma Games • Remote • 2023 – 2025 • github.com/sigma-gaming

iGaming platform, sole engineer across frontend, backend and infrastructure

Platform & Full Stack Engineer

- Shipped four frontend applications on one platform — the player-facing Telegram Mini App and the operator admin panel in React 18 and TypeScript, an Astro authentication app and a grammy bot — sharing a component layer, an Effector state model, and a monorepo structured with Yarn workspaces.

SberEducation • Remote • 09/2022 – 03/2024

EdTech division of Sber, a major European tech company

Senior Software Engineer, Frontend

- Mentored mid-level engineers through code review and pairing, and drove team-wide frontend standards for API contracts, accessibility and testing to raise overall engineering quality.

- Built BFF endpoints aggregating upstream services into stable, versioned client contracts with runtime validation, preventing breaking changes from reaching the frontend.

Haiku Dev • Saint Petersburg • 10/2021 – 09/2022

Senior Software Engineer, Frontend

- Set and documented a shared CSS-in-JS UI kit and design primitives adopted by 4 product teams, running code reviews that cut duplicate implementations and visual drift.
- Prototyped a micro-frontend with Webpack Module Federation, validating remote ownership, shared-dependency strategy and independent release workflows.

Freelance • Remote • 03/2018 – 09/2021 • upwork.com

Full Stack Engineer

- Automated a hotel-management CRM with a room-by-date booking grid and drag-to-create and drag-to-move reservations, kept responsive through virtualized rendering and a normalized client-side cache.

SKILLS

English (full professional proficiency), Russian, Git, Auth0, Platform engineering

Programming Languages: C# (.NET), JavaScript, Rust, SQL, TypeScript

Backend: API design, BFF, Fastify, GraphQL, Hasura, Hono, Microservices, NestJS, Node.js, REST, Socket.IO, uWebSockets.js, WebSockets, Bun, JWT, OAuth

Frontend: Bundle and Runtime Profiling, Caching, Core Web Vitals, Next.js, React, SSR, User Experience, Tailwind, Vite, ESLint, Prettier, Motion (Framer Motion), Lottie, Canvas 2D, requestAnimationFrame, Web Workers, Virtualized rendering, Drag-and-drop, Telegram Mini Apps, WebView performance, Feature-Sliced Design, Design systems, Accessibility (WCAG), Svelte, Astro, Radix UI, TanStack Query, pdf.js, Effector, HTML, CSS, Redux, Figma/Design tools, SEO, Keyboard navigation, Charts, Information design, React Testing Library

Data: ClickHouse, Dragonfly, Drizzle, NATS, PostgreSQL, Prisma, Redis, Temporal, Metabase, JSON

Platform: AWS, Cloudflare, Cloud Infrastructure, Docker, FluxCD, GCP, GitOps, Hetzner, IaC, Kubernetes, Pulumi, Git

Practices: AI-assisted development (Claude Code, Copilot), CI/CD, Code Review, Distributed Systems, Fault Tolerance, High Availability, Mentoring, Multi-tenant SaaS, Observability, Scalability, SLOs, System Architecture, Technical Design, Technical Documentation, unit/integration/contract testing, A/B testing (Varioqub), Vitest, Cypress, Project scoping, Jest

Analytics: Rybbit, Funnels and conversion analytics

Tooling: Git, TurboRepo, Nx

PROJECTS

@cardbox/editor

05/2021 – 10/2021 • github.com/cardbox/editor

Slate-based WYSIWYG editor, shipped as a published library (ESM/CJS/UMD with type declarations). Registry-driven architecture for actions, keybindings, decorations and per-element settings; feature modules for lists, links, headings and code with a Prism-backed decoration pass. Sole engineer on it.

EDUCATION

Studies in Computer Engineering

South Ural State University (SUSU)