MATVIIENKO ANDRII

SOFTWARE ENGINEER | FRONTEND TEAM LEAD

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Professional summary:

Software Engineer with 10+ years of commercial experience building and maintaining production web applications, including fintech platforms, internal systems, and customer-facing products. Frontend Team Lead with hands-on fullstack experience across JavaScript/TypeScript, React, Vue/Nuxt, Node.js, Python/Django, and PHP. Experienced in API integrations, Docker, CI/CD, automated testing, technical decision-making, and code review. Currently involved in a microservices transition and the adoption of AI-assisted engineering workflows at TalkRemit.

Technical Skills

Languages: JavaScript, TypeScript, Python, PHP, HTML, CSS/SCSS

Frontend: React, Next.js, Vue.js 2/3, Nuxt.js 2/3, Angular 2; SPA, SSR, responsive interfaces

Backend & CMS: Node.js, Django (earlier commercial experience), Symfony, WordPress, Strapi CMS, REST API integrations

Tools & infrastructure: Docker, Git, CI/CD, Linux, Webpack, Vite, Gulp

Quality & practices: Unit, integration and E2E testing, Playwright/Cypress/Selenium, code reviews, technical leadership, AI-assisted development

Platforms: MacOS, Linux (Ubuntu)

Professional experience

“TalkRemit”, Front-End Team Lead (promoted from Frontend Developer) December 2020 - Present

- Lead a team with 3 Front-End engineers and oversee frontend delivery across remittance web applications, agency portals, internal dashboards, corporate websites and web widgets (FX rates, Cards Frames etc)
- Own technical implementation and ongoing maintenance of customer-facing products, including P2P and Agency Portals applications, with complex flows and third-party API/SDK integrations.
- Drive frontend architectural decisions, code reviews, refactoring, build optimization, and maintainability improvements across Vue/Nuxt applications.
- Work with CI/CD pipelines and Docker-based development workflows; collaborate across engineering and product teams on production releases and issue resolution.
- Participate in the ongoing transition toward a microservices architecture and the adoption of AI-assisted development workflows.

Selected products: talkremit.com · dahabshiil.com

“AgroOnline”, Front-end developer (January 2020 - December 2020)

- Built and maintained web applications using Vue.js, JavaScript, Node.js, and modern frontend tooling.
- Used Python as part of commercial project development; collaborated across frontend and backend functionality.

Product: agro-online.com

“Redwerk”, Front-end developer (March 2018 - January 2020)

- Last projects - : https://openteams.com/, https://www.justinalexander.com/ - During my work at Redwerk, i developed/participated in the development of 13+ projects, starting from simple mini-SPA to complex highly loaded projects.

Recent projects:

- JustinAlexander - Highly loaded site for a famous designer of wedding dresses

Front-End: ES6, JQuery, SASS, Bootstrap, Webpack

Back-End: Python, Django, Docker

I highlighted the backend technology since it would not be easy for a simple front-end developer without knowledge of these technologies to work.

- OpenTeams: A very interesting project, where the customer is Travis Oliphant (the creator of NumPy, SciPy), the project is presented as a social network for OpenSource developers

Front-end: Vue.js, Nuxt.js, Bootstrap.

I also participated in hiring Front-end developers, interviewed on such technologies - ES5/ES6, React .js, Vue.js, Layout (HTML, CSS, Preprocessors). Selection of resumes for interviews, code review

“OOO Pollee”, Front-End developer (May 2016 - March 2018)

Developed websites, landing pages, and WordPress themes/plugins using JavaScript, React, Node.js, PHP, MODX and frontend build tools.

“Freelance”, (August 2015 - May 2016)

- Built and maintained websites and landing pages using JavaScript, PHP, HTML/CSS, and Sass

“OOO RubyKiev”, junior Ruby developer (May 2015 - August 2015)

- Supported frontend tasks and testing in a Ruby on Rails environmentBootstrap;

“Studio Nirvana”, junior game developer (2015 - May 2015)

- Developed Flash games using ActionScript 3.0

Education

National Technical University of Ukraine ‘Kyiv Polytechnic Institute‘:

2008-2014 Master’s degree “Computer Synthesis of Facilities”

Languages: Ukrainian - native, English - Upper-Intermediate