

# Daniil Kovtun

Software Developer

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*Other names/Transliterations:* Даниил Ковтун (national passport); Daniil Kovtun (international passport/work visa)

## Summary

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- 7+ years of professional experience in the Information Technology industry
- Skilled in front-end development (JavaScript, AJAX, front-end frameworks, third-party sources, HTML5, CSS3)
- Proficiency with JavaScript-related languages such as TypeScript
- Experienced with server-side JavaScript using Node.js
- Experienced with microservices architecture and REST principles
- Proficient in unit testing, automated testing, and end-to-end testing
- Solid grasp of object-oriented and functional programming design concepts and patterns
- Understanding of design approach, ability to create good UI from scratch
- Expertise in developing REST APIs to integrate websites, applications, and mobile platforms
- Experience working in large distributed teams
- Experience in testing enterprise-level front-end applications

## Education

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Bachelor's Degree, Real Estate, RANEPA, Moscow, Russian Federation

## Work Experience

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**DataArt Solutions, Inc.** ([www.dataart.com](http://www.dataart.com))

**Software Developer** | 2021 – Present

**I-Teco**

**Software Developer** | 2019 – 2021

**Highglossy**

**Software Developer, Team Leader** | 2017 – 2019

## Recently Completed Projects

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### React UI/UX Library Development and Integration for Enterprise Client

**Client:** One of the major insurance companies in US

**Description:** The aim of the project was to develop a UI/UX library to unify styling and frontend practices across all company applications. The role involved pioneering the library integration solution within a product, simultaneously working on both the library and the particular product it was integrated with. Work involved numerous architectural decisions, design challenges, and communications between different teams. The challenge was to support and build the Next.js library and make it compatible with FluentUI components and solutions. The main task was to supply the product and library with solutions to make it all work in real-time (via sockets) and also make it easy to manage by other developers.

**Languages:** TypeScript

**Environments:** React, Next.js, React Query, Zustand, Zod, Jest, Testing Library, Storybook, Vite, GitHub Actions

**Position:** Software Developer

**Activities:**

- Developing and integrating UI/UX library within production application environment
- Building Next.js library with FluentUI component compatibility
- Implementing real-time functionality using WebSocket connections
- Integrating charting solutions and creating APIs for team consumption
- Making architectural decisions for frontend structure and component design
- Coordinating with cross-functional teams on library standards and integration approaches
- Creating maintainable solutions for seamless developer experience across teams

## Logistics and Communication Platform for Private Aviation

**Client:** Private aviation's all-in-one trip logistics platform

**Description:** The developed platform connects service operators, crews, and businesses in the jet-flight industry. The role was to code core components and design the front-end architecture. The app required custom-built, interactive elements like forms, date pickers, modals, and menus, ensuring smooth user experiences across iOS and Android. In addition to building components, one of the tasks was to work closely on interface animations and ensure the design system was effectively incorporated into the app. Communicating with the back-end was another important aspect of the project, providing seamless and reliable data flow.

**Languages:** TypeScript

**Environments:** React Native, NX, React Navigation, React Query, Jotai, Zod, Jest, Testing Library

**Position:** Software Developer

**Activities:**

- Developing and optimizing core app components and pages
- Building custom interactive elements for forms, date pickers, modals, and other UI components
- Designing and implementing front-end architecture
- Enhancing the app with animations for a smoother user experience
- Optimizing UI for both iOS and Android
- Managing client-side communication with the back-end
- Providing testing coverage with Jest and Testing Library

## Front-end React Component Library

**Client:** Global music entertainment company across recorded music, music publishing, and artist services

**Description:** The project aimed to build a React component library for the client. The main focus was to create a flexible architecture that would make UI elements reusable across various applications. To ensure rapid design updates, we integrated Figma, allowing smooth collaboration with designers. The project involved refactoring existing libraries like RC-components, React Bootstrap, and Ant Design to align with the new architecture and creating common stylesheets that adjusted to different branding needs. We worked closely with multiple teams, providing them with a one-click installation package, and added Storybook for easy testing and documentation. Overall, this library brought a streamlined approach to front-end development, making it easier for teams to deliver consistent features.

**Languages:** TypeScript

**Environments:** React, Redux, React Query, Storybook, Rollup, SCSS, Less, Styled-components, Tailwind, React Testing Library, Git

**Position:** Software Developer

**Activities:**

- Architecting the front-end component library from scratch
- Refactoring existing libraries to meet new standards
- Integrating design variables for flexible branding updates
- Creating a one-click installation package for team-wide use
- Collaborating across teams to ensure seamless integration
- Presenting the library to stakeholders
- Developing Storybook extensions for component documentation and testing

## Banking Application's Partial Migration to Micro Frontends

**Client:** Banking platform

**Description:** The project aimed to split and migrate a monolith system to micro frontends. The target audience is legal entities using banking application to operate their businesses. The bank's clients wanted to boost the application's update cycle to receive new features upon request. An old monolith project structure was blocking updates, so clients had to wait half a year before the migration for new features. Also, migration benefited teams working on the project by giving them their own separate code system, which allowed flexibility in the use of technologies and independence of different application parts. The project itself was a mono repository, and it has grown to such volume that all new features started blocking each other, so the product development speeded to one update per six months.

**Languages:** TypeScript

**Environments:** React, React hooks, Redux, Less, CSS-Modules, Webpack, Node.js, WebSocket, Bash, Jest, Selenium, Docker, Visual Studio Code, Git, Bitbucket, Nginx

**Position:** Software Developer

**Activities:**

- Front-end web development
- Communications with more than 30 teams alongside the development
- Investigating and fixing issues
- Providing appropriate unit, automated tests coverage for new and existing components
- Troubleshooting and addressing front-end structural issues
- Mentorship and code review for junior colleagues
- Managing tasks, risks, and time estimation

## Application and ERP System for Car-sharing

**Client:** Car-sharing provider

**Description:** The project aimed to develop a mobile application for car-sharing and an ERP system to monitor a provider's car-sharing process. The UI part was created from scratch alongside the brand book for the client. ERP system consisted of parts for checking clients' documents and monitoring the car-sharing process. Ant design was used to provide a consistent design of all ERP components.

**Languages:** TypeScript

**Environments:** React, React-Native, Redux, Ant Design, Less, Styled-components, GraphQL, HTML, Enzyme, Node.js, Bash, Docker, Visual Studio Code, Git, Nginx

**Position:** Software Developer, Team Leader, Lead Designer

**Activities:**

- Working with the client to develop requirements for the project

- Creating whole mobile application design from scratch
- Designing front-end and back-end communications schemes for the fast and stable car-sharing process
- Interfaces development for a mobile application and ERP system
- Providing appropriate unit tests coverage for new and existing components
- Mentorship and code review for junior colleagues

## CRM Solution for Soccer Clubs

**Client:** Soccer clubs

**Description:** The project aimed to develop a solution for managing soccer clubs' fanbases. The solution was supposed to enable email marketing, push notifications, club internal currents, and a problem-solving service for the soccer clubs' management. The project had to be maintained off-label so clients could change features according to their marketing strategy and branding. The UI part was created with React using modern approaches and technologies, including TypeScript and React hooks. The styles were created using Less. Ant Design was used as a components' base.

**Languages:** JavaScript, TypeScript

**Environments:** React, Redux, Ant Design, Less, HTML, Node.js, Docker, Visual Studio Code, Git, Bitbucket, Nginx

**Position:** Software Developer, Team Leader

**Activities:**

- Creating new application components and improving the existing ones
- Creating an appropriate on-the-go editor for email templates and marketing campaigns
- Creating CRM for managing club shop and inner currency trading
- Designing scheme for front-end and back-end communications
- Creating UI according to the created API
- Troubleshooting and addressing front-end issues
- Mentorship and code review for junior colleagues

## Soccer Club Stadium Tickets Website

**Client:** Soccer club

**Description:** The project's goal was to develop a website capable of booking tickets for matches in the soccer stadium. Further development involved a full-cycle marketing site, helping the soccer club grow its fanbase and establish a strong bond with its fans.

**Languages:** JavaScript

**Environment:** React, Redux, Less, HTML, Node.js, Docker, Visual Studio Code, Git, Bitbucket, Nginx

**Position:** Software Developer

**Activities:**

- Participating in the development of front-end for the booking system
- Creating UI for most of the site's pages
- Developing stadium front-end structure and integrating interactive 3D stadium model
- Developing OAuth client-side for the website
- Full implementation of the client-side of the checkout (payment) page

## Skills

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### Programming and Markup Languages

JavaScript, ES5, ES6, ES7, TypeScript, CSS, HTML

## **Technologies and Frameworks**

React, React Native, NextJS, Redux, Saga, Webpack, Babel, ESLint, Stylelint, Less, Sass, CSS-Modules, Styled Components, GraphQL, AJAX, Google Maps, Google Places, OpenStreetMaps, OAuth, Facebook, Twitter, Google, YouTube APIs, ThreeJS, Bash

## **Testing Environments**

Jest, Enzyme

## **Development Environments**

VS Code, IntelliJ IDEA, macOS, Linux, Ubuntu, Postman

## **Continuous Integration and Repository Management**

Jenkins, GitHub, Bitbucket, GitLab

## **Bug Tracking Systems**

Jira

## **Version Control Tools**

Git (including graphical tools)