



# ZHAN ZHURYDAU

 +48 880 500 954

 zhanzs@mail.ru

 Poland, Rzeszów

 <https://inikon.online>

 [github.com/inikonzs](https://github.com/inikonzs)

## EDUCATION

POLOTSK STATE UNIVERSITY  
Belarus, Polotsk  
Engineer of electronics  
2008 - 2018

ROLLING SCOPES SCHOOL  
Online courses  
Frontend development  
2020 - 2021

## LANGUAGES

English: intermediate

Polish: intermediate

Russian: native

## SKILLS

TypeScript, JavaScript

HTML, CSS

React, Redux

Phaser, Pixi, Babylon

Node, Express, WS

Capacitor, Cordova, Xamarin

Webpack, Rollup, Gradle

Git, Svn

Agile, Scrum, Jira, Redmine

## PROFILE

Frontend developer, social media games developer with WebGL, Pixi, Phaser and Babylon engines. Web applications developer with React.

- Flyently TypeScript coding and reading level.
- Fast huge projects code reading and debugging.
- Advanced in algorithms, math calculations, 3D analytic geometry and physics.
- Good knowledge of Node.js, WebSocket, REST Api.
- Experience working as tech/team lead.
- Good communication skills.
- Ability to participate in individual or team software development process.
- Experience working under Agile methodologies.

## WORK EXPERIENCE

### FULLSTACK GAME DEVELOPER

Gamefactory | 2020 - 2021

Game development with Pixi, Phaser, Babylon and game administration tools development with React, Redux, Node.

- Game levels editors and analytics panel development.
- Facebook, Yandex, VK game adaptation.
- Starting game projects, client and server architecture development.
- Adding new features in game projects, bugfixing.

### FRONTEND GAME DEVELOPER

Playtika | 2021 - 2023

Social media game development, working with multyrepository project, with big team.

- Migration to TypeScript from Flash and Haxe
- Android migration to Capacitor/Cordova from Xamarin
- Reusable git submodules and npm packages development
- New feature integration in existing big projects, bugfixing
- Sentry, Appboy, Appsflyer services integration.
- Tasks estimations, sprint plannings.