

Ernest Chakhoyan

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Skills

Key skills: JavaScript, Typescript, ReactJS, NextJS, NodeJS, GraphQL, NX, React Native, Redux, Webpack, ElectronJS, Svelte, NX, Lerna, Yarn, Jest, Cypress, Puppeteer, Cucumber, Enzyme, jsDocs, jQuery, HTML, CSS, Storybook, Bootstrap, LESS, SASS, GulpJS, Bash, Git, Jenkins, Github Actions

Familiar to: Wordpress, Shopify, Microsoft Power Platform, Docker, Kubernetes

Tools: Adobe Suite Programs, Figma, Sketch, Zeplin, Other basic programming and computer skills

Work Experience

Principal Software Engineer at Tokenwin 2024 – present

Responsibilities:

- Designing iGaming platform from scratch for B2B
- Implementing MicroFront-End application design and architecture
- Designing CMS architecture and data structure, CMS application implementation from scratch with Strapi headless CMS
- Supporting and Leading ongoing live iGaming platform
- Designing major aspects of the architecture of an application, including components such as user interface, middleware and infrastructure
- Providing technical leadership to the application development team
- Performing design and code reviews
- Understanding business requirements and translate them into technical requirements
- Ensuring the reliability of both quality and organization, deadlines
- Optimizing components for maximum performance across a vast array of web-capable devices and browsers

Principal Software Engineer at Technamin 2023 – 2024

Responsibilities:

- Designing major aspects of the architecture of an application, including components such as user interface, middleware and infrastructure
- Providing technical leadership to the application development team
- Understanding business requirements and translate them into technical requirements
- Ensuring the reliability of both quality and organization, deadlines
- Building reusable components for future use, creating design system library
- Optimizing components for maximum performance across a vast array of web-capable devices and browsers
- Designing CMS architecture and data structure

Principal Software Engineer at Inomma 2022 – 2023

Responsibilities:

- Implementing both existing and new user-facing functionalities to ensure all components and the overall project are robust and easy
- Designing major aspects of the architecture of an application, including components such as user interface, middleware and infrastructure
- Providing technical leadership to the application development team
- Performing design and code reviews
- Understanding business requirements and translate them into technical requirements
- Ensuring the reliability of both quality and organization, deadlines
- Building reusable components for future use
- Optimizing components for maximum performance across a vast array of web-capable devices and browsers

Software Engineer at Bardeen.inc 2021 – 2022

Responsibilities:

- Managing project architecture and creating Project Documentation with jsDoc
- Reviewing team members code
- Managing platform integrations, third party / supplier effectiveness
- Optimizing projects maximum speed and scalability
- Creating internal APIs for projects
- Creating components for internal design system
- Documenting components with Storybook

Web Front-End Team lead at BlueNet 2018 – 2021

Responsibilities:

- Managing and supporting team members
- Managing project architecture and creating Project Documentation with jsDoc
- Reviewing team members code
- Handling technical issues in front-end team
- Managing platform integrations, third party / supplier effectiveness
- Handling new Upcoming projects with all technical issues
- Optimizing projects maximum speed and scalability
- Creating internal APIs for projects

Front-End Developer at GameVision 2016 – 2018

Responsibilities:

- Handling technical issues in company
- Managing platform integrations, third party / supplier effectiveness
- Handling new Upcoming projects with all technical issues
- Managing deployment changes in our web and mobile sites
- Optimizing projects maximum speed and scalability
- Ensuring the technical feasibility of UI/UX designs
- Collaborating with other team member, stakeholders and partners
- Tracking users details and behavior with external APIs
- Creating internal APIs for projects

Front-End Developer at Elabry - Software Development Agency 2015-2016

Responsibilities:

- Creating website layout/user interfaces by using standard HTML/CSS practices
- Gathering and refining specifications and requirements based on technical needs
- Maintaining, expanding, and scaling the application
- Managing Responsive web design
- Managing Cross-browser compatibility
- Cooperating with web designers to match visual design intent

Education

- National Polytechnic University of Armenia
(Chemical Technologies and Environmental Engineering) 2012 – 2018
- School N4 - Vanadzor, Armenia 2002 – 2012

Languages

English - Fluent
Russian - Fluent / Near native
Armenian - Native Language