

Dmytro Ilchenko

Senior Frontend Developer

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SUMMARY

Frontend developer with 9 years of hands-on experience building web applications in JavaScript and TypeScript — a project management system (issue tracking, wiki, messaging), a supply chain management tool and asset-management solutions — integrated with REST APIs and Node.js backends. Used to designing complex custom components and my own UI architecture, including a custom MVVM/data-binding framework. Main framework is Angular, also working with React. Backed by a 12+ year software engineering career, including team leadership experience.

KEY SKILLS

- **Frontend:** JavaScript (ES6+), TypeScript, HTML5, CSS3/SCSS, Angular, React, jQuery
- **Libraries:** RxJS, NgRx, NGXS, Redux, Angular Material, Bootstrap, Tailwind CSS
- **APIs & Backend:** Node.js, Express.js, REST APIs, WebSockets, GraphQL, Relational Databases, SQL, PostgreSQL, Google Auth
- **Testing:** unit testing (Jest), E2E testing (Playwright, Cypress)
- **Architecture & Patterns:** component-based UI architecture, state management, MVVM/data binding, OOP, SOLID, design patterns, modular architecture, refactoring, performance profiling and optimization
- **Tooling & AI:** Git, SVN, GitHub, GitLab, Bitbucket, Jira, AI-Driven SDLC, Claude Code, Codex, GitHub Copilot, Docker
- **Additional:** C#, C++, .NET, .NET Core, Unity, Unity Physics, Three.js

PROFESSIONAL EXPERIENCE

Frontend Developer (Angular) — via Upwork

Remote | Oct 2021 – Jan 2026

- Built a supply chain management tool for a goods manufacturer to coordinate products with contractors.
- Migrated the entire frontend codebase to a new Angular version.
- Optimized the application using modern framework approaches.
- Built a project harness for AI agents.

Frontend Angular Developer — Eagle6

Remote (via Upwork) | Jan 2019 – Oct 2021

- Developed a project management system for a U.S. defense-sector company, combining issue tracking, a wiki/knowledge base, internal messaging and a company structure tree (similar to Jira + Confluence + a messenger).

Frontend Developer (Angular) — Juravli

Remote | May 2022 – Aug 2022

- Volunteer project — built a service for finding volunteers to help people affected by the war.

Fullstack Developer (Angular / Node.js) — Plarium

Kharkiv region, Ukraine | Jun 2018 – Nov 2018

- Architected and built an image cataloging solution enabling seamless asset sharing between designers and programmers (Angular, Node.js, Google Auth).

ADDITIONAL EXPERIENCE — GAME DEVELOPMENT

Game Development (Unity / C#) — HitZone, Room 8 Studio, Plarium

- Gameplay, combat and meta-game systems in Unity/C# on an ECS architecture, with Unity Physics and state machines.
- Game UI: uGUI, NGUI, Doozy UI, battle HUD and meta-game screens, plus a custom MVVM/data-binding framework.
- Tooling: custom Unity Editor tools (IMGUI, Odin Inspector), node-based visual scripting, VFX pipelines for art teams.
- Shipped mobile titles (Raid: Shadow Legends, 100M+ downloads), delivered an Xbox port, and led a team of 4 developers.

EDUCATION

Kharkiv National University of Radio Electronics — Master's Degree, System Programming · 2010 – 2015

LANGUAGES

Ukrainian — Native | Russian — Native | English — B2 (Upper-Intermediate) | Polish — Basic (A1, learning)

Work eligibility: Ukrainian citizen based in Kraków — eligible to work in Poland, no visa sponsorship required