

Nikita Pavlienko

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Professional Summary

- Full Stack Developer with extensive experience in frontend and backend development, specializing in real-time applications, robotics control systems, and 3D graphics.
- Proficient in modern web technologies including Vue.js, React, Node.js, and Python frameworks.
- Skilled in developing interactive 3D models using WebGL and Three.js. Strong background in architectural visualization and design.
- Adept at working in Agile environments and collaborating with cross-functional teams to deliver high-quality, scalable software solutions.

Experience

Senior Frontend Developer | ASBIS Robotic Solutions

March 2023 – Present | Limassol, Cyprus

- Developed real-time frontend applications for robotic system control and monitoring.
- Implemented software solutions for automating inventory and distribution.
- Created intuitive, user-friendly interfaces for seamless operator interaction.
- Collaborated with backend developers, UI/UX designers, and project managers for cohesive development.
- Utilized the latest technologies to build robust and scalable applications.
- Addressed challenges in logistics automation and robotic control.
- Ensured high performance and reliability through testing and optimization.

Technology Stack

- **Frontend:** TypeScript, Vue3 Composition API, Nuxt.js (Nuxt 3-4), Pinia, I18n, D3.js, Three.js, WS, MQTT
- **Backend:** Python, FastAPI, PostgreSQL, SQLAlchemy, Alembic, RabbitMQ, MQTT, WebSockets, Redis
- **Other:** Linux, Nginx, Docker, Kubernetes (K8s), PXE Boot Delivery, Microservices

Full Stack Developer | SOLVES.PRO

January 2023 – September 2023 | Delaware, USA (Remote)

- Developed and maintained responsive web applications using Vue.js, NestJS, Node.js, and PostgreSQL.
- Deployed applications on AWS and Azure using Docker and Kubernetes.
- Worked in an Agile environment, collaborating with cross-functional teams to deliver high-quality software products.

Frontend Developer | SOLVES.PRO

January 2022 – January 2023 | Delaware, USA (Remote)

- Developed SaaS 3D applications using Vue.js (2-3), Nuxt.js, GraphQL, and TypeScript.
- Built single-page applications (SPAs) based on MVC architecture.
- Created interactive 3D models with interfaces using WebGL and Three.js.

Software/Design Consultant | Freelance

April 2017 – Present | Moscow, Russia / Remote

- Developed stylized 3D force graphs using D3.js and Pixi.js.
- Built single-page applications based on MVC architecture.
- Created interactive 3D models with interfaces for web projects using WebGL and Three.js.

Architect CG Artist | Kievskaya Ploshchad

January 2019 – January 2022 | Moscow, Russia

- Led the CG group in developing Olympic stadium presentations.
- Co-designed a premium hotel in Central Park "Zaryadye" with Andrew Winch.
- Developed NFT public spaces allowing users to create their own NFTs.
- Designed interiors for private buildings using VR and AR technologies.

Architect CG Artist & Web Developer | MGE

November 2015 – December 2018 | Moscow, Russia

- Led the CG group in architecture, design, and motion design projects.
- Developed single-page applications, including a web 3D map and a mobile app.

Education

RUDN Peoples' Friendship University of Russia, Academy of Engineering

Fall 2012 | Moscow, Russia

- **Senior Thesis:** Operational control systems for engineering structures on the example of a modular architectural construction project.

Publications

- **Pavlienko, N., Nusagaliev, M., & Maslennikov, N. (2022).** *Unlocking the Full Potential of Corona Distance Mapping with Boolean Operations: Presentation of Open Source Script 'Corona Boolean Cutter'*. Presented at international forums for 3D artists: coronarenderer.com & 3ddd.ru.

Technical Skills

Programming Languages

- JavaScript, TypeScript, Python, OpenCL

Frontend Development

- **Frameworks & Libraries:** Vue.js, React, Next.js, Nuxt.js, Pinia, Vuex, MobX, Redux Toolkit,
- **Graphics & Visualization:** Three.js, WebGL, GLSL, D3.js, GSAP, Anime.js
- **Tools & Technologies:** TypeScript, Node.js, Electron, Capacitor

Backend Development

- **Technologies & Frameworks:** NestJS, GraphQL, Flask, FastAPI
- **Databases:** PostgreSQL, SQLAlchemy, Alembic, Prisma
- **Messaging & Streaming:** RabbitMQ, MQTT, WebSockets, gRPC, Redis

DevOps & Infrastructure

- **Tools & Technologies:** Docker, Docker Compose, Kubernetes (K8s), Minikube, Nginx, Linux
- **Version Control & CI/CD:** Git, GitLab CI
- **Security:** HashiCorp Vault

Data & Machine Learning

- **Tools:** Jupyter Notebooks, StyleGAN

Design & Visualization

- **3D Modeling & Animation Software:** 3ds Max, Blender, Cinema 4D, Fusion 360, Revit, AutoCAD, ArchiCAD, Houdini, VFX
- **Design & Interactive Tools:** Design Tools: Notch, TouchDesigner, Unreal Engine Post-Production: After Effects, Premiere Pro, Photoshop, Fusion, Illustrator, Figma
- **Sound & Music Production** Ableton Live

Fabrication & Design Tools

- Typography, Wood Processing

Electronics & Prototyping

- Arduino, Raspberry Pi

Certifications and Awards

AUTODESK Intensive Course

Fall 2020 | Moscow, RU

- **Thesis:** 3D systems for engineering and architectural purposes.