Vladimir Mosyaykin

Senior Frontend Engineer

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Split, Croatia

Software Engineer focused on Frontend with a decade of extensive experience building feature-rich web applications with real-time capabilities, managing and growing teams, and mentoring developers.

Skills

Javascript (Typescript · React · Remix) · HTML · CSS (SASS) · SQL · Node.js

Experience

Head of Frontend Development

Webinar Group

July 2022 - August 2023 / Remote

Webinar Group, rebranded as MTS Link in 2023, is the largest web-conferencing software company in Russia. It hosts 5 million web meetings and webinars annually, with 30 million participants.

- Tripled the Frontend team to meet the company's growth requirements.
- Mentored developers to become Leads and delegated management duties to them, allowing me to focus on strategic planning and address specific development bottlenecks.
- Collaborated with the design team to overhaul and refine the existing UI kit, streamlining the design handover process.
- Launched an alpha-version of a corporate messenger with a scalable architectural foundation based on Feature-Sliced Design.

Frontend Team Lead

Webinar Group

May 2016 - July 2022 / Moscow, remote

Led a team that grew from 4 to 11 frontend developers to build, launch, and maintain several highly-interactive collaborative products.

Webinar 3.0
- Modernized the core product over several iterations, migrating to React and completing the transition from Flash to WebRTC.
- Worked with PMs and other Leads on refining the team processes, reducing the average feature time-to-market by 15%.
- Optimized the frontend to handle 5000 and then 10000 webinar participants, removing key blockers for further increase.
- Reduced the LCP metric of the main app screen to under 3 seconds, achieving this through best practices, including code splitting and leveraging a CDN.
- Built a connectivity analyzer service using Node.js, enabling Support Engineers to provide better service for the customers.

Webinar Meetings
- Launched a workplace meeting-focused version of the core product in under 3 months to address the demand caused by the pandemic.
- Working with the media team, increased the maximum number of meeting participants from 10 to 30 and then to 100, while maintaining browser performance.
- Implemented product-specific code instrumentation, increasing the success rate for joining video conferencing from 80% to 95%.

Webinar Desktop
- Developed a desktop version of the Meetings product, based on Electron, and targeted at customers with restrictive IT policies.
- Fully automated the app build process for Windows, macOS and Linux, eliminating the delay between development and testing.

We.Study
- Coordinated outsource and in-house teams to build an online course platform.
- Incorporated security measures in line with OWASP best practices to allow safe hosting of user-provided web content, including javascript files.

Senior Frontend Developer
Webinar Group

June 2015 - May 2016 / Moscow

- Built and launched a new and updated version of the company's core product with support for WebRTC video conferencing.

Full Stack Developer
Webinar Group

August 2013 - June 2015 / Moscow

- Migrated the company's video conferencing product from Java and Flash to PHP (Symfony) and HTML5/JS (Knockout.js) with a team of 5, maintaining the existing design.
- Personally responsible for modernizing key modules, including in-conference chat, resulting in improved performance and enhanced user experience.

Personal projects

Tournament of Towns
Full Stack Development and UX Design

International Mathematics Tournament of Towns is a mathematical competition for school students originating in Russia. The contest has participants from over 100 cities in many different countries.

- In my spare time, I built several iterations of the Tournament's online system for participants, jury and organizers, using this project as a platform to learn and apply new technologies, such as GraphQL and Remix.
- Designed and developed a web-based contest system for the Tournament's online version, handling more than 5000 simultaneous participants on a 4 vCPU server.

Languages

English (proficient) · Russian (native)