VREZH BABAKEKHIAN

SENIOR FULL STACK WEB DEVELOPER ⚲ BARCELONA, SPAIN ☎ +34 687 644 904, +7 914 706 06 06(WA)

○ DETAILS ○

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Date of birth
12.07.2001

Nationality
Half Armenian and Russian

Driving license
B

○ LINKS ○

Personal Website

Github profile

LinkedIn

Telegram

○ SKILLS ○

NestJS

Next.js

React

Typescript

Git

Docker

Relational DBs

ElasticSearch

Redis

C#

PHP

Python

C++

MongoDB

Linux

Unix OS

○ LANGUAGES ○

Russian

English

👤 PROFILE

Passionate Web Developer with expertise across all development stages. Skilled in **UI**, **testing**, **debugging**, and technologies like **Docker**, **Git**, **TypeScript**, **NestJS**, and **React**. Effective in both solo and team projects, committed to delivering standout web solutions.

💼 EMPLOYMENT HISTORY

Middle + FullStack Developer at RedNeck Studio, Remote
August 2024 — January 2025

Technological Stack:

- **Frontend:** React, TypeScript, SCSS, Vite, Webpack
- **Backend:** TypeScript, NestJS, C#/.NET, gRPC
- **Databases and Cache:** PostgreSQL, ClickHouse, Redis
- **Communications and Integrations:** Refine (for admin panels), advertising systems integration

Description of Responsibilities and Achievements:

- **Support for Telegram Applications:**Supervised and provided technical support for numerous Telegram Mini Apps with high-load user bases (over 3 million users), ensuring the stability and scalability of services.
- **Development of Administrative Panels:**Created multiple administrative panels using the Refine framework, interacting with backend services through proxies (NestJS + gRPC). These panels allowed game designers to work with data without direct access to the database (e.g., pgAdmin), significantly speeding up their workflow and reducing the risk of errors.
- **Integrations and Advertising Solutions:**Integrated more than 10 advertising systems and solutions into various projects. Ensured support for integrations on both the frontend (React, TypeScript) and backend (C#/.NET), guaranteeing the reliable operation of advertising campaigns in high-load applications.
- **Process and Technology Optimization:**Implemented gRPC Streaming for uploading large multi-gigabyte files by breaking them into small batches and ensuring uninterrupted data transmission. Optimized SQL queries and transactions in the database to minimize locks and enhance performance under high loads.
- **Leadership and Key Role in Projects:**Acted as one of the leading frontend developers in the "DONT" project by the creators of blum.io, implementing modern technologies (React, TypeScript, SCSS, Vite, Webpack) to create an intuitive and high-performance interface. Served as a key team member for implementing and supporting integrations in Telegram applications, actively collaborating with the team to ensure quality interaction between systems and external services.

Key Skills:

- Deep understanding and experience with React, TypeScript, SCSS, Vite, Webpack.
- Expertise in backend development using TypeScript, NestJS, C#/.NET.
- Experience with PostgreSQL, ClickHouse, Redis, including query and transaction optimization under high loads.
- Knowledge and application of gRPC for effective communication between services and handling large volumes of data.
- Skills in integrating advertising solutions and external APIs into complex applications.
- Ability to develop comprehensive administrative panels that streamline processes and enhance team productivity.

Backend Architect and Developer at Kodix Agency, Remote
May 2024 — August 2024

Project AURUS

- **CMS Development:** Created a highly customizable CMS for the major automotive manufacturer AURUS, enabling the elimination of manual JSON file editing.
- **Backend Architecture:** Designed and implemented the architecture based on NestJS, TypeScript, and TypeORM.
- **Database Design:** Developed an optimized PostgreSQL database structure to handle complex data.
- **Integrations:** Implemented integrations with third-party services, including email distribution.
- **Working with JSON:** Automated the parsing and editing of large JSON configurations (over 5,000 lines).
- **Result:** Accelerated the AURUS team's workflows by creating a convenient and efficient platform for managing configurations.

Full stack developer at CROSSNETICS, Remote
December 2022 — May 2024

- Developed a comprehensive marketing web platform utilizing advanced **AI algorithms** and **web3** technologies.
- Implemented **automated** project **documentation** and **typization** via tools like swagger for both **backend** and **frontend** that **significantly boosted** development process.
- Developed a **RESTful API** that handled over **1 million requests per day** with response times **under 200 millisecond**.
- Utilized a diverse tech stack including **NestJS, Next.js, TypeScript, MySQL, Redis and ElasticSearch**.
- Implemented a **microservices architecture** that improved system **modularity** and **reduced dependencies** between components.
- **Optimized** database **queries** to improve application performance and **reduce response times by 10-25%**.

CRM full stack developer at FaceStellar, Remote (contract)
September 2022 — December 2022

One of the lead developers of *Customer Relationship Management* system for <u>FaceStellar</u> beauty saloon.

- Developed complex **CRM** system from the ground up leveraging **Node.js + Express** and **React** that **improved** customer service efficiency by **30%.**
- Created a Continuous Integration/Continuous Deployment **(CI/CD) pipeline** that allowed easy deployment process

PhP back end developer at Highway logistic group , Moscow
February 2022 — September 2022

- Oversaw the **maintenance** and **optimization** of **MySQL** databases, ensuring data integrity and **performance enhancements**, contributing to a more robust and reliable data management system.
- Developed and integrated new sections within the company's **relational database** architecture, leading to enhanced data organization and accessibility.
- **Played a key role** in the expansion and enhancement of the company's **CRM** system by implementing **advanced features, complex classes, and controllers,** resulting in a more dynamic and user-friendly platform.
- **Led** the **debugging** efforts for critical software components, identifying and resolving numerous issues, which **increased system reliability by 15%** and reduced downtime.

- **Managed** a **migration** of the company's software stack from **PHP version 5 to 7.4**, ensuring compatibility and leveraging new features for a **40% improvement** in system **performance**.
- Worked closely with front-end developers to **architect** and **build** new **system sections** from scratch, enhancing the user experience and interface functionality.
- Responded to high-priority development needs, efficiently delivering urgent front-end and back-end features that **improved overall system responsiveness and user satisfaction by 50%.**

System administrator assistant at OOO "Kinoprokat" , "Moscow" cinema, Vladivostok
May 2020 — September 2020

Assisted System administrator with maintaining Cinema's Database.

🎓 EDUCATION

Bachelor , London School of economics & Higher School of Economics, Moscow/London
September 2019 — July 2023

Double degree Data Scientist Bachelor program.

London School of Economics and Political Science:

Combines data science, machine learning, statistics and mathematics. The programme uses a rigorous approach, has a mathematical focus and involves applying data science to the social sciences.

Higher School of Economics:

The aim of this programme is to train analysts and data scientists who are experienced in modern methods of machine learning, software development, working with big data and developing analytical models for business. The programme is based on the successful experience of HSE University's Bachelor's programme in Applied Mathematics and Informatics and the longstanding work of the London School of Economics and Political Science (University of London).

School 13 with deep learning English course, Vladivostok
September 2008 — June 2019

⭐ COURSES

Game Programming and algorithms with C++, ID Coding & Engineering Academy(Imperial College London)
July 2018 — August 2018

Demonstrated Proficiency:

- Animating sprites
- Creating console-based games
- Identifying and fixing bugs
- Making custom art assets
- Using object oriented programming
- Creating adaptable game objects
- Re-creating classic games
- Implementing simple AI
- Understanding program structure

Oxford summer English for 13-15 years, Oxford Royale Academy
August 2016

CEF Level: B2

Has achived EF EPIs score:

84%(equivalent to C! on CEFRL scale)