

# Ali Aliyev

## Senior Full-Stack Engineer

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### SUMMARY

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Senior full-stack engineer with 8 years of commercial experience, specializing in React and TypeScript. Currently a Senior Interface Developer at Yandex, focused on frontend architecture, performance, testing, and code quality. Build full-stack products with Node.js, Express, and PostgreSQL. Previously built real-time interfaces and a shared design system at Dizzaract, and led three junior developers at Onix.

### EXPERIENCE

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#### Senior Interface Developer (Frontend), Yandex

May 2025 - Present

*Moscow, Russia; based in Baku, Azerbaijan*

- Develop and maintain web interfaces with React and TypeScript.
- Contribute to frontend architecture, refactoring, and code quality.
- Improve application performance and reliability through testing and ongoing maintenance.
- Review code, document technical decisions, and mentor teammates.

#### Frontend Developer, Dizzaract (formerly Farcana)

Feb 2023 - May 2025

*Remote | Gaming and AI products with 50,000 users*

- Built the AI search frontend in 48 hours with pooled WebSockets and TanStack Query: about 200 ms average latency across 50 concurrent requests, zero timeouts, CPU and RAM under 70%.
- Replaced polling with WebSocket streams in staking and vesting flows, giving users live updates.
- Built WebSocket-streamed chat for custom AI characters on a separate AI agents platform.
- Migrated the legacy frontend to Feature-Sliced Design in 3 months, reducing bugs, speeding up onboarding and removing duplicated functionality.
- Built the company design system, then migrated it to shadcn/ui and Tailwind CSS on Radix UI primitives; documented in Storybook and adopted by the whole frontend team.
- Created an Events Factory: events configured from the backend-for-frontend (BFF) instead of custom pages, freeing the frontend team for higher-priority work.
- Mentored an intern; represented the company as a full-stack developer at hackathons in Dubai.

#### Full-Stack Developer, Onix

Nov 2020 - Oct 2022

*Remote | Housing and utility products: bill payment interfaces, payment notices, a government and Sberbank partner landing page*

- Led 3 junior engineers through code review and technical guidance; one was promoted to mid-level.
- Restructured Redux state management, resolving most data-fetching bugs and bringing typical feature delivery down to about one week.
- Replaced hours-long manual deployments with no QA stage by push-to-deploy pipelines with dev and prod stages (about 40 min) using TeamCity, Portainer and Docker; moved the team to trunk-based development.

#### Frontend Developer (Part-time), Arcanica Interactive

Jul 2018 - Aug 2020

*Remote | SCP: Deleted Chronicles, a Unity horror game with 5,000 players; team of 40*

- Designed the web application architecture, including a custom inventory system and Discord bot integrations.
- Built an embed manager for non-technical staff and an in-game website and news manager for real-time updates.

## SELECTED PROJECTS

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**Aril**, collaborative planning workspace | [aril.studio](https://aril.studio) | [github.com/gilvex/aril](https://github.com/gilvex/aril)

- Live React and TypeScript workspace with editable canvases, Markdown notes and real-time collaborator cursors; revision-checked saves, field-level merging and recovery drafts preserve concurrent edits.
- Built the Node.js and Express APIs, with SQLite for local storage and PostgreSQL for hosted workspaces.

**Vagabond UI**, React component library | [github.com/gilvex/vagabondui](https://github.com/gilvex/vagabondui) | npm: vagabond-ui

- Published a React 19 and TypeScript library with 38 component families and light and dark themes, built on Radix UI and Tailwind CSS.
- Built an accessible Action Bar for bulk actions with keyboard navigation, focus restoration and reduced-motion support; verified releases with typed-export checks, isolated consumer installs and production browser tests.

**VAULT**, community gaming platform | 15,000 members | discontinued

- Built and ran the web platform for a community hosting multiple game servers; cut Largest Contentful Paint (LCP) from 3 s to 800 ms, bundle size from 180 KB to 60 KB, and deploy time from 25 to 10 minutes.

**Neko Launcher**, Minecraft launcher (team project) | React, Tauri, Rust

- Built the React and Tauri client and server-state layer (TanStack Query, tRPC) for about 300 players; implemented checksum and signature validation for game files.

## SKILLS

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**Languages:** TypeScript, JavaScript, Rust, SQL

**Frontend:** React (React.js), Next.js (SSR, SSG, ISR, CSR), HTML5, CSS, responsive layouts, Tailwind CSS, Radix UI, shadcn/ui, Storybook

**Architecture:** Frontend architecture, Feature-Sliced Design, microfrontends, design systems, reusable component libraries

**State and APIs:** Redux, TanStack Query (React Query), REST APIs, GraphQL, WebSockets, tRPC

**Authentication:** OAuth, JWT, single sign-on (SSO)

**Quality:** Jest, Playwright, web performance (LCP, bundle size), accessibility (keyboard and focus management, reduced motion)

**Build and delivery:** Git, Vite, Webpack, Nx, Turborepo, pnpm workspaces, Docker, CI/CD, TeamCity, ArgoCD, Portainer, npm package publishing

**Backend and data:** Node.js, Express (Express.js), PostgreSQL, SQLite, Snowflake, Tauri

**AI tooling:** AI coding agents, multi-worktree development workflows

## EDUCATION

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Bachelor's degree in Applied Informatics (Web Development), RANEP, 2025

## LANGUAGES

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English: full professional proficiency (worked in English at Dizzaract) | Russian and Azerbaijani: native | Turkish: fluent