

# Nikita Agafonov

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## Contacts:

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## Programming languages:

C++, JavaScript, Python.

## Tech:

All browser related (webgl, webrtc, canvas, websockets, etc).

Everything else as needed (unreal engine, databases, docker etc. NOT a pro).

## Experience:

EPAM Saint Petersburg (2017 - 2019):

- Knowledge Map visualizer and related administration system. Leading FE dev from the beginning of the project (**three.js, sass, vanillaJS**)
- CMS for TV broadcasting channels. Final stage of project, new features, bugfix (**Angular 1.5, sass, grunt**)
- Online shop. Brief position (2.5 months) (**vue.js**)

Self Employment, Gamedev (2016 - 2017):

- 2d space exploration game. Complete 2d game engine from scratch excluding renderer. Not released (**pixi.js, custom shaders, blender**)

MERA (2011 - 2016):

- Contact Center administration system. Startup of the project, knowledge transfer (business trip to Calgary) (**.net, jquery**)
- Cloud PBX administration system. Leading FE from the beginning of the project (**jquery, less**)
- Tool for bulk user update on remote system with no API. From scratch, solo developer (**.net**)
- Presentation sharing app, mobile version (**jquery, css**)
- Very old PBX bugfix

## Education:

Nizhny Novgorod State Technical University, MS computer science.

## Natural Languages:

Russian (native)

English (B2+/C1 - estimated by EPAM)