George Looshch

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Summary

Software engineering is my passion. I love good UI/UX, typography, and great documentation. I'm eagle-eyed to details and an open-source enthusiast. Over the past 2 years, I have been living in Dublin where I work as a Front-End Software Engineer. I enjoy playing volleyball, meeting people, hacking my car, and hanging out with my cat.

Skills

- Languages: JavaScript, TypeScript, Flow, Bash, Lua, Go.
- Frameworks and libraries: Angular, React, NgRx, Redux/Toolkit, RxJS, Lodash, dnd kit, Axios, PixiJS, Jest, Testing Library, Mock Service Worker, Puppeteer, Playwright, SCSS, SASS, Less, Emotion, MUI, Storybook.
- Tools: ESLint (created own rules), Prettier, webpack, gulp, Husky, Lerna.
- Cloud: AWS CodePipeline, S3, CircleCI, Sentry, LaunchDarkly.
- Concepts: test- and domain-driven development, SOLID, functional and object-oriented paradigms, i18n/l10n, a11y, CI/CD, blue-green deployment, feature flags, observability, micro-front-end, design systems.

Experience

Front-End Software Engineer @ Kitman Labs
Dublin, Ireland | Apr '23

- lead development of a key feature in a customer-facing health & performance intelligence platform;
- proactively triage production bugs, ensuring timely issue resolution;
- championed code quality initiatives, e.g.:
  - having a key role in the internal style guide committee;
  - aligned the team on the best Git practices;
  - forked the Stripe's Flow to TypeScript codemod to enable the whole team for TypeScript migration;
  - modified the proxy to enable connections between local environment and staging or production;
  - authored an ESLint rule to enforce object styles;
  - developed a snake-to-camel case converter for the request interceptors, ensuring backend-originating key casing aligns with the JavaScript conventions.
- created custom wrapper around PixiJS fully conforming to the official wrapper's API.

Front-End Software Engineer @ Ryanair
Dublin, Ireland | Jun '22–Apr '23

- developed thoroughly tested features and fixed bugs for the micro-frontend-based website;
- managed code reviews and releases;
- improved UX and UI responsiveness by optimising the timetable logic to prefetch flights data for adjacent months.

Middle Front-End Engineer @ Capgemini Engineering
Odessa, Ukraine | Nov '20–Jun '22

- developed features, resolved bugs, and conducted code reviews for a blockchain-based acceptance system (Ericsson project);
- mentored less experienced developers on Angular and TypeScript.

Open Source Activity
Apr '20–present

- created gouse, a developer tool, and a VS Code plugin-companion;
- Go's documentation:
  - made a comment less verbose;
  - fixed code alignment for a few code snippets in the language specification;
  - made code indentation in the snippets consistent across the website;
  - fixed content auto-scrolling when it's being selected.
- fixed CSS in RxJS' documentation;
- Angular's documentation:
  - removed a duplicated link;
  - used correct dashes.

Junior Front-End Engineer @ Teradek
Odessa, Ukraine | Aug '19–Nov '20

- contributed to feature development and bug fixes for Core — a video stream multiplexing and processing platform;
- designed and implemented a front-end-only algorithm for IFB protocol connection detection for our in-house developed devices;
- developed Node.js crawlers for network device configuration analysis.

References

Available upon request.