Rustam Garifulin

Frontend Engineer
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Summary

I am currently seeking a position as a remote Frontend Developer with no specific time zone preference.

I value well-organized team collaboration processes and reliable CI/CD practices. I effectively work with teams, managers, and designers to discuss assigned tasks, evaluate different approaches, and propose optimal technical solutions for implementation.

Since 2009, I have worked as a freelancer, collaborating with various startups, web studios, advertising agencies, individual clients, and other freelancers, including both developers and managers. My experience extends to working as a freelance project manager. I have mentored junior developers and participated in team-building activities.

Work Experience

FRONTEND-ENGINEER, X5 RETAIL GROUP JULY 2021 – PRESENT

Developing user interfaces for a system that manages the company's IT landscape architecture — a centralized repository of the corporate metamodel and architectural artifacts. Stack: TypeScript, React, MobX, Apollo GraphQL.

Initially contributed to moving the product beyond the MVP stage through extensive refactoring of components, build processes, and UI/UX redesign, leading to a configurable boxed release.

Over the last two years, led the development of an in-house TypeScript library for creating interactive diagram editors (Canvas API), replacing GoJS. The library enables visual modeling of business processes and system architectures, featuring Undo/Redo, snapping, grouping, gestures, and a multi-layer event-driven rendering system.

FRONTEND-ENGINEER, CHATME.AI NOVEMBER 2018 — JUNE 2021, 2 YEARS 8 MONTHS

Developed interfaces for a chatbot creation platform using React and Apollo GraphQL. The platform included a chatbot builder, analytics dashboards, and user management tools.

I organized components in Storybook and ensured proper test coverage.

FRONTEND-ENGINEER, STARTUP DECEMBER 2017 — JUNE 2018 7 MONTH

Worked on a large CRM system that served as an autopilot funnel builder — combining sales automation, chatbot scripting, email automation, and landing page creation within a single interface. Responsibilities included supporting other frontend developers, refactoring, implementing new features, improving build and deployment processes, and optimizing frontend load performance.

UI-DEVELOPER, 2GIS DECEMBER 2015 – NOVEMBER 2017 1 YEAR 11 MONTHS

I have been involved in developing mobile interfaces as part of an iOS team, collaborating closely with product managers, designers, and other developers from our team and other teams. I implemented interfaces within a webview-based application. The technology stack comprised es6+stylus and sometimes Lodash.

Skills

Technical Skills: TypeScript, React, Apollo GraphQL, Storybook, Git, CI/CD
Languages English (B1), Russian (Native)