

Alexander Rymasheusky

Software developer

✉ alexander.rymasheusky@gmail.com
in [alexander-rymasheusky](#)
🌐 Poland: Krakow or remote
💬 ☺ bel, eng, rus; ☹ pol, spa

OVERVIEW

Full-stack developer focused on UI engineering and DX. I make legacy systems maintainable, build tooling that improves developer velocity, and bring accessibility and performance to enterprise-scale applications.

KEY TECHNOLOGIES

JavaScript, TypeScript, React, Node.js, Java, Python, AWS (S3, Lambda, Cloudwatch, DynamoDB), PostgreSQL

WORK EXPERIENCE

Atlassian Senior software engineer

2022–present

Data Center UI Platform

- Maintained AUI, the Atlassian UI library: `JavaScript, jQuery, Cypress`
 - Reduced the number of accessibility issues in components found by an external audit from 50 to 10.
 - Introduced a modern visual regression solution, which helped reducing the average adoption gap of new AUI versions (time from the library version release to a product release that includes that version) across all products from 2 years to 2 months. `TypeScript, Playwright`
 - Automated a forward-merging flow, reducing the time required for the team's menial task occurring 5 times a month from 1 day to 2 hours. Later the solution was adopted by the BE platform team for similar gains. `TypeScript, node.js, Java, Bamboo`
 - In collaboration with product developers (teams distributed across Europe and Australia), introduced the dark theme support through AUI, which was the top requested feature from user surveys.
- Participated in the initiative for introducing the SBOM attestation process for Data Center products and plugins, which was a risk mitigation strategy for not churning the largest Atlassian enterprise customers:
 - added the SBOM generation support for 3 out of 20 libraries owned by the team
 - integrated the report generation capability into the build script of one product out of 5 supported by the team. `Java, Maven`
- Introduced ongoing reliability improvements to the build&release pipelines for the team-owned libraries. `Bitbucket Pipelines, Bamboo`
- In the React 18 upgrade initiative, upgraded 3 team-owned libraries. `JavaScript, TypeScript, React`

Oxagile Tech lead

2020–2022

Recipe kits

- Led the team of 5 developers that was fully responsible for the signup flow of the B2C site.
- Established patterns of communication with the team that had joint ownership over some of the codebase, which reduced the incidence of conflicts and the duplicated work.
- Developed UI experiments for increasing signups. `TypeScript, React, Redux, Nightwatch, Cypress`
- Developed reusable components for the internal component library.
- Interviewed and onboarded 3 new team members, so they started contributing within 1 week of starting on the project.
- Led the FE part of redesigning a static site—cookbook,— serving 500k monthly customers, for improved page load time, web crawlers visibility, and usability. Evaluated static web frameworks picking the one that served the requirements. `Gatsby, CircleCI, Github Actions, AWS`

Recognition solutions for social recognition of employees

- Added features to the mobile web application: JavaScript, jQuery, Sencha Touch, Java, Oracle
 - RTL languages support
 - endpoints for placing reactions to awards Java EE
 - Profile page
- Led the team of 3 developers that reimplemented the primary app flow—recognition—for accessibility and responsiveness. React, AWS, Codebuild
- Developed unit and visual tests to ensure 80% coverage, improving the deployment confidence. jest, react-testing-library, Storybook
- Published bug fixes for the internal component library. SCSS, CSS Modules
- Developed a simplified recognition flow for giving gratitude to healthcare workers, including image upload endpoints for the BE. CSS-in-JS, Material UI, Python, PostgreSQL

Energy configure presets of products to control electrical motors

- Maintained the embeddable responsive widget. React, redux-saga, styled-components, AWS
- Added documentation for easier onboarding, and served as an onboarding buddy for two team members.
- Simplified the local deployment of the application for testing.
- Increased reliability of build scripts. Python, Ansible, Bitbucket Pipelines
- Added new capabilities to the analytics tool. Python

Farm vs. Jungle Founding developer

2014–2017

As a sole developer working closely with the game designer and the artist, brought a casual puzzle game from idea to reality. Across iPhone and Android, it had 500k+ downloads in 2 years and achieved an average rating of 4.1 stars. Cocos2d-x, Lua, Java, Objective-C++, Android, iOS

Exadel Developer

2011–2012

- Implemented custom solutions for processing direct advertising data. Java EE
- Despite being lower-ranked within the team, took responsibility for coordinating tasks based on daily calls with the customer.
- Redesigned a user-facing web flow for picking online courses. Java EE, Oracle, HTML, CSS, JavaScript, jQuery.

PressOK Entertainment Mobile developer

2009–2010

- Ported two games from Java ME to Brew using in-house porting technology. Java, C++.
- Developed an action puzzle game for iPhone. Implemented game engine and main menu; integrated ad frameworks. Java, Objective-C++, iOS
- Ported a color tetris game from Flash to Android. ActionScript, Java, Android

ltransition Junior developer

2008

Supported a desktop application for discovering and sharing scientific publications. C++, Qt.

EDUCATION**Belarusian State University of Informatics and Radioelectronics**

Graduated in 2010 with a specialist's diploma in Software Engineering.

I agree to the processing of personal data provided here for recruitment according to GDPR (EU) 2016/679, Article 6.1(a).

Last updated on 2025-10-29. Latest version at <https://arry.bitbucket.io/cv>.