Alexander Rymasheusky
Software developer

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🌐 Poland: Krakow or remote
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💬 ☺ native bel, rus; ☺ fluent eng; ☺ basic 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 occuring 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 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]

Epam   Senior developer   2018–2020

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`

Itransition   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.

Last updated on 2025-11-12. Latest version at https://arry.bitbucket.io/cv.