Fedor Makareev

Lead / Senior Frontend Engineer — React • TypeScript • SSR

Remote • Buenos Aires, Argentina (GMT-3) • fmakareev@gmail.com • fmakareev.github.io • github.com/FMakareev • Telegram: @fmakareev

PROFILE

Frontend engineer with 10+ years of commercial experience. For the last 3.5 years, co-founder and sole frontend engineer of a B2B/B2C real-estate platform in the UAE — I own the frontend and the SSR server end to end: architecture, infrastructure, releases, observability, SEO and performance. Before that: frontend lead and architect in enterprise environments (Sber, Rosatom projects) and product teams of 4—5 people. Strongest at scale and technical debt, stack migrations carried through to completion, and performance treated as a process rather than a one-off refactor.

EXPERIENCE

Co-founder & Lead Frontend Engineer — Alnair, UAE

Jan 2023 — Present • PropTech, B2B + B2C real-estate platform • sole frontend engineer in a 3-person dev team

- Built and owned the entire frontend from repository init to production: 41 pages, 33 business entities, 86 product features, ~520k lines of TypeScript/CSS; ~5,500 commits, 94% of repository authorship.
- Migrated a live SPA to SSR (React Router framework mode + Hono on Node): section streaming, per-request Effector scopes, hydration-mismatch elimination across all catalogues. Catalogue popups became full project, developer and district pages, which also produced indexable pages for SEO.
- Delivered end-to-end stack migrations without pausing product work: React 19, React Router v7 → v8, Vite 8 on Rolldown, Zod 3 → 4 with the API layer unified on a single ApiResult, ESLint/Prettier → Biome, legacy CSS → a three-tier design-token system with the legacy stylesheet fully removed.
- **Pulled mobile Core Web Vitals out of the red:** Lighthouse 29 → 61, LCP 10.7 s → 3.0 s, FCP 7.6 s → 2.7 s, page weight down by 5.4 MB. Specifics: developer page LCP 13.2 s → level with FCP; TTFB 1.05 s → 0.44 s (GET deduplication + streaming); CLS 0.109 → 0; CSS from a single 159 KB bundle on every page to 56—76 KB per chunk; translation dictionary per visit 64 → 3—7 KB gzipped; LCP images 688 → 54 KB.
- Locked the result into infrastructure: semantic code splitting on Rolldown codeSplitting.groups plus a custom detector for lazy modules leaking into eager chunks — a critical-path regression now fails CI instead of production.
- Implemented multi-domain SEO across 6 country domains: region-aware canonical/hreflang, per-host robots.txt and sitemap.xml, noindex for countries without a domain, data-driven metadata and JSON-LD; decisions captured as ADRs.
- Shipped i18n for 27 locales with RTL support (38 namespaces, ~5,200 keys) with automated key and placeholder validation in CI.
- Set up CI/CD on Bitbucket Pipelines: separate dev/feature/prod builds, atomic deploy with active-version switch and instant rollback, semantic-release (14 major lines). Observability: self-hosted Sentry (client + SSR), memory monitor, Telegram alerts. Quality: 241 test files, 649 Storybook stories, strict TypeScript, custom linters.
- Sole frontend engineer for the whole team — 3 people in development, with a designer, product owner and an outsourced mobile WebView team joining at various stages.
- Complex product subsystems: virtualised unit inventory grid, maps (Leaflet + Google: clustering, master plans), booking, billing and payments, agency roles and invitations, mortgage calculator and ROI forecast, CMS blocks, chat, agency feeds and analytics.

Stack: TypeScript (strict), React 19, React Router v8 (SSR), Hono/Node, Vite 8 + Rolldown, Effector, TanStack Query, React Hook Form, Zod, CSS Modules + design tokens, i18next, Leaflet/Google Maps, Vitest, Storybook, MSW, Biome, Sentry, pnpm.

Tech Lead (Web) & IT Administrator — Phren Games / RC Revolution

Oct 2022 — Jan 2024 • contract, in parallel with main role

- Led the web track for an indie racing game on Steam: hired and coordinated contractors, ran the full cycle from requirements and architecture to acceptance and testing, performed code reviews.
- Built a React Admin CMS and a NestJS/TypeORM/PostgreSQL API, plus a multiplayer race statistics and leaderboard service; set up CI/CD delivery of builds to Steamworks and the studio's infrastructure and access management (~10 people).

Tech Lead (Frontend / Fullstack) — NFTAlcohol (Web3)

Feb 2022 — Dec 2023 • contract, in parallel with main role

- Fullstack Web3 marketplace: Next.js + NestJS, Metamask/Coinbase authentication, testnet and mainnet minting, metadata on IPFS.
- Introduced Feature-Sliced Design — the project survived a full redesign without rewriting business logic. Built a client-side NFT collection generator assembling artwork from designer-provided layers (Canvas, fully client-side).

Frontend Developer — Evrone (agency)

Sep 2021 — Jan 2023

- **Level.travel:** stepped into an unfamiliar codebase (React + Ruby backend) after the previous developer left and, within 2 weeks, completed the authentication flow and added VK/OK/Facebook sign-in — unblocking the release. Built lightweight Preact widgets for high-traffic pages.
- **HR Portal:** established the architecture from scratch (NX + Effector), the design-system foundation (Emotion/Theme UI) and an interactive org-structure graph. **Teachbase (LMS):** refactored legacy modules and migrated them to TypeScript.

React Developer — Sber

Mar 2020 — Apr 2021

- Frontend microservices for credit-agreement monitoring and an automated reporting service: virtualised tables, a JSON-config-driven form generator, real-time task queue.
- **Raised test coverage from 0% to ~80%** and drove the team's adoption of automated testing. Designed GraphQL/REST contracts with the backend team (Java Spring), contributed to bank-wide Inner Source UI libraries, ran code reviews and took part in hiring.

Earlier: Lead Frontend / Architect — 2017 — 2020

- **GSR / Rosatom:** AsPlanning — enterprise planning and reporting SPA (11 modules, GraphQL, a custom modular architecture that prefigured FSD); a React Native ecosystem with an offline retry queue, 6 auth providers plus biometrics, and embedded games (Matter.js, WebView), with a React Admin back office.
- **OKAN, Bureau (fintech):** built a custom isomorphic SSR engine on Express + Apollo in 2017—2018, before Next.js became the standard; a collaborative document editor modelling documents as trees of typed cells with RBAC and autosave; a 50+ component UI kit.

ADDITIONAL

- **AI-augmented development:** daily work with coding agents, MCP servers and custom tooling around them; I write publicly about where agents actually break down, not just where they help.
- **Backend and adjacent:** Node.js (Hono, NestJS, Express), PostgreSQL/TypeORM, OpenAPI, Docker, CI/CD. With 10+ years behind me I can pick up an unfamiliar adjacent stack and take it to production.
- **Side projects:** web games and Godot games, a local-first application; ComfyUI, Blender.
- **Teaching:** React course instructor at GeekBrains (2021) — live-coding webinars and homework reviews.
- **Languages:** Russian — native; English — A2: I read technical documentation and handle written correspondence; spoken English is basic and actively improving. I work well in asynchronous, written-first teams.

Full engineering profile: fmakareev.github.io/en/resume