

# Bogdans Afonins

SENIOR FRONTEND ENGINEER · WEB PLATFORM ENTHUSIAST

Currently in Riga, Latvia · EU citizen

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## Experience

### Supliful

FULL-STACK ENGINEER

Riga, Latvia & Remote

Mar. 2024 - now

### Evolution Gaming

SENIOR FRONTEND DEVELOPER

Riga, Latvia & Remote

Feb. 2022 - Oct. 2023

- Developed responsive web games that support a wide variety of desktop/mobile devices based on React.js.
- Built rich web games in close collaboration with designers.
- Developed internal tooling for integrating various gaming equipment over WebSockets/TCP/serial protocols with 24/7 operation.
- Designed and developed data gathering and visualization pipelines for game integrity monitoring.
- Built CLI utilities to control, debug, and test gaming equipment.

### The Things Industries

FULL STACK SOFTWARE DEVELOPER

Amsterdam, The Netherlands &

Remote

Jun. 2018 - Feb. 2022

- Set up e2e testing environment and CI pipeline for React.js SPA application from scratch using Jest and Cypress.
- Developed a standalone Javascript SDK for node and browser environments.
- Developed SPA for open source IoT platform based on React.js.
- Designed and maintained UI component library using Storybook.
- Developed OpenID Connect compliant provider using Nest.js, Handlebars and MongoDB.
- My contributions can be found in the project repository - <https://github.com/TheThingsNetwork/lorawan-stack>.

### Prodrive Technologies

PART-TIME SOFTWARE DEVELOPER

Eindhoven, The Netherlands

Jan. 2017 - Oct. 2017

- Developed applications for internal use within the company using ASP.NET.
- Created a service application that synchronized the main MS SQL Server database with the Active Directory schema.
- Worked on UI component library based on Knockout.js for the Manufacturing Execution System used within the company.
- Wrote and reviewed specification and design documentation.

## Extracurricular Activity

### OpenStreetMap Foundation (JOSM)

GOOGLE SUMMER OF CODE PARTICIPANT (OPEN SOURCE DEVELOPER)

Remote

Jun. 2017 - Aug. 2017

- Participated in discussions with the JOSM community.
- Worked on improving UI of JOSM - <https://josm.openstreetmap.de>.
- Extended the internal query language of the application.
- Structured and improved JOSM API for 3rd party plugin integration.
- The whole progress of my GSOC experience can be found here - <https://wiki.openstreetmap.org/wiki/User:Bafonins>.

### TU/e Honors Academy

COMPETITIVE PROGRAMMING AND PROBLEM SOLVING

Eindhoven, The Netherlands

Sep. 2016 - Jun 2017

- Took part in the TU/e Honors Academy. The track was mainly focused on learning different algorithms and accompanying data structures, as well as applying that knowledge on programming competitions.
- This course is considered as an extra curriculum and is worth 15 ECTs for one year of participation.

## Education

### TU/e (Eindhoven University of Technology)

B.S. IN COMPUTER SCIENCE

Eindhoven, The Netherlands

Aug. 2015 - Jun. 2018

## About

**Interests** Declarative programming, Home automation, Internet Of Things, Web development

### List of buzzwords

TypeScript, React.js, Node.js, Git, Docker, Portainer, Swagger, Svelte, MobX, Redux, XState, golang, MongoDB, Postgres, GitHub, GitLab CI, Jenkins, GitHub Actions, Jest, Cypress, Puppeteer, ESLint, HTML, CSS, Storybook, Nest.js, Express.js, yarn, npm

**Languages** English (fluent), Russian (native), Latvian (intermediate)