

Ali Aliyev

Senior Full-Stack Engineer

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SUMMARY

Senior full-stack engineer specializing in React, Next.js, and TypeScript, building for the web since 2018 (part-time until 2020). Currently a Frontend Engineer at Yandex, focused on frontend architecture, performance, testing, and code quality. Previously built real-time WebSocket interfaces and the company design system at Dizzaract, and led three junior developers at Onix. Build full-stack products with Node.js, Express, and PostgreSQL, including the live collaborative workspace Aril.

EXPERIENCE

Frontend Engineer, Yandex

May 2025 - Present

Moscow, Russia; based in Baku, Azerbaijan

- Develop and maintain web interfaces with React and TypeScript.
- Contribute to frontend architecture, refactoring, and code quality.
- Improve application performance and reliability through testing and ongoing maintenance.
- Review code, document technical decisions, and mentor teammates.

Frontend Developer, Dizzaract (formerly Farcana)

Jul 2024 - Oct 2025

Remote | Gaming and AI products with 50,000 users

Stack: React, TanStack Query, WebSockets, Radix UI, Tailwind CSS, Storybook, ArgoCD

- Built the AI search frontend in 48 hours with pooled WebSockets and TanStack Query, averaging about 200 ms latency across 50 concurrent requests with zero timeouts.
- Replaced polling with WebSocket streams in staking and vesting flows for live updates, and built WebSocket-streamed chat for custom AI characters on a separate AI agents platform.
- Migrated the legacy frontend to Feature-Sliced Design in 3 months, removing duplicated functionality, reducing bugs, and speeding up onboarding.
- Built the company design system, then migrated it to shadcn/ui and Tailwind CSS on Radix UI primitives; documented it in Storybook, and the whole frontend team adopted it.
- Created an Events Factory that configures events from the backend-for-frontend (BFF) instead of custom pages, freeing the frontend team for higher-priority work.
- Mentored an intern; represented the company as a full-stack developer at hackathons in Dubai.

Independent projects

2022 - 2024

Self-directed, alongside a bachelor's degree at RANEPA

- Led VAULT (15,000-member Discord gaming community) and built the Neko Launcher client (team project); see Selected projects.

Full-Stack Developer, Onix

Nov 2020 - Oct 2022

Remote | Housing and utility products: bill payment interfaces, payment notices, a government and Sberbank partner landing page

Stack: React, Redux, GraphQL, Nx, Docker, TeamCity, Portainer

- Led 3 junior engineers through code review and technical guidance; one was promoted to mid-level.
- Restructured Redux state management, resolving most data-fetching bugs and cutting typical feature delivery from 1–2 months to about one week.
- Replaced hours-long manual deployments, which had no QA stage, with push-to-deploy pipelines on TeamCity, Docker, and Portainer, adding dev and prod stages and cutting releases to about 40 minutes; moved the team to trunk-based development.

Frontend Developer (Part-time), Arcanica Interactive

Jul 2018 - Aug 2020

Remote | SCP: Deleted Chronicles, a Unity horror game with 5,000 players; team of 40

- Designed the web application architecture, including a custom inventory system and Discord bot integrations.
- Built an embed manager for non-technical staff and an in-game website and news manager for real-time updates.

SELECTED PROJECTS

Aril, collaborative planning workspace | aril.studio | github.com/gilvex/aril

- Live React and TypeScript workspace with editable canvases, Markdown notes and real-time collaborator cursors; revision-checked saves, field-level merging and recovery drafts preserve concurrent edits.
- Built the Node.js and Express APIs with OAuth and SSO sign-in, SQLite for local storage, and PostgreSQL for hosted workspaces.

Vagabond UI, React component library | github.com/gilvex/vagabondui | npm: `vagabond-ui`

- Published a React 19 and TypeScript library with 38 component families and light and dark themes, built on Radix UI and Tailwind CSS.
- Built an accessible Action Bar for bulk actions with keyboard navigation, focus restoration and reduced-motion support; verified releases with typed-export checks, isolated consumer installs and production browser tests.

VAULT, community gaming platform | 15,000 members | discontinued

- Led development of the web platform and game servers for a Discord gaming community, and handled its infrastructure (Pterodactyl panel) and authentication (OAuth, SSO, JWT); the monorepo moved from Turborepo to Nx.

Neko Launcher, Minecraft launcher (team project) | React, Tauri, Rust

- Built the React and Tauri client and server-state layer (TanStack Query, tRPC) for about 300 players; implemented checksum and signature validation for game files.

SKILLS

Languages: TypeScript, JavaScript, Rust, SQL

Frontend: React (React.js), Next.js (SSR, SSG, ISR, CSR), HTML5, CSS, responsive layouts, Tailwind CSS, Radix UI, shadcn/ui, Storybook

Architecture: Frontend architecture, Feature-Sliced Design, design systems, reusable component libraries

State and APIs: Redux, TanStack Query (React Query), REST APIs, GraphQL, WebSockets, tRPC

Authentication: OAuth, JWT, single sign-on (SSO)

Quality: Jest, Playwright, web performance (LCP, bundle size), accessibility (keyboard and focus management, reduced motion)

Build and delivery: Git, Vite, Webpack, Nx, Turborepo, pnpm workspaces, Docker, CI/CD, TeamCity, ArgoCD, Portainer, npm package publishing

Backend and data: Node.js, Express (Express.js), PostgreSQL, SQLite, Tauri

AI tooling: AI coding agents, multi-worktree development workflows

EDUCATION

Bachelor's degree in Applied Informatics (Web Development), RANEPa, 2025

LANGUAGES

English: full professional proficiency (worked in English at Dizzaract) | Russian and Azerbaijani: native | Turkish: fluent