

Taras Polovyi

Software Engineer

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Results-driven software engineer with 10+ years of experience in scalable system design, performance optimization, and team leadership. Skilled in TypeScript, React, Node.js, and web applications architecture. Proven track record in growing and leading high-performing engineering teams.

Work experience

Grammarly

Software Engineer @ Browser Extensions

Jun 2023 - present

Key Achievements:

- Reduced the added text input latency by 90% in the third-party editors when the Grammarly extension is active by using performance optimization techniques and designing a new UX, which decreased the disable rate by 9%;
- Established the performance testing framework used for guarding against regressions in added text input latency, memory usage, and CPU time;
- Drove strategic performance observability initiatives, enabling correlation analysis between performance and key business metrics;
- Ensured a safe transition to the new authentication SDK by designing a mechanism for seamless switching between two SDK versions in runtime;
- Other projects: fixed majority of a11y issues in the codebase, automated publishing to Edge Web Store, led the migration to the new Grammarly Assistant in GDocs, designed the framework for analyzing the correlation between text corruption level and business metrics, led the implementation of UI for Gen AI voice customization feature.

Technologies:

Extensions API, TypeScript, React, RxJS, fp-ts, stylus, Node.js, webpack

Software Engineer @ Web Editor

Feb 2022 - May 2023

Key Achievements:

- Played a key role in development and led the integration of Generative AI assistant into the Web Editor editor codebase;
- Led the migration of a large CI/CD setup (100+ jobs) to the new type of runners, allowing to save est. 30-40% of costs related to CI/CD on the project;
- Reduced by 60% the monthly costs of logging infrastructure by analyzing the existing events and optimizing the redundant calls;
- Contributed to building and integrating Server-driven UI into Web Editor codebase, enabling features teams to implement a set of features once.

Technologies:

TypeScript, React, RxJS, fp-ts, TypeStyle, Node.js, Bazel, webpack, Docker, AWS, Scala

SoftServe

Lead Software Engineer @ IBM Weather

Feb 2019 - Jan 2022

Key Achievements:

- Led a team of 4-6 engineers during the R&D and implementation of a web-based product for recording and editing meteorological media content till the successful release of the MVP;
- Led a team of 2-4 engineers during the development and maintenance of a web-based product for automated rendering and distribution of meteorological media content;
- Led the technical evaluation of candidates for web projects in the organization;
- Defined a vision of development process improvements in the organization, including code review policy, code conventions, automated testing, CI/CD, etc.;
- Contributed to multiple efforts related to web performance and ecosystem-wide authentication;
- Defined the strategy of migration of legacy codebases to a modern stack based on available team expertise and time constraints;

Technologies:

TypeScript, React, zustand, SCSS, Node.js, Express, WebRTC, WebGL, webpack, Redis, MongoDB

Technical Expert @ IT Academy (part-time)

Sep 2019 - Aug 2021

Key Achievements:

- Mentored five groups of up to ten students while they were working on their group projects by consulting them on the software development process, architecture, code quality, testing, etc.
- Performed the technical evaluation of 200+ candidates and provided the IT Academy with detailed feedback on each of them;
- Achieved ~90% hiring rate of the students within 6 months after their graduation;

Technologies:

JavaScript, TypeScript, React, Redux, Vue.js, Node.js, SCSS, Docker, Jenkins

Software Engineer @ IBM Weather

Dec 2016 - Feb 2019

Key Achievements:

- Led the development of a new product that allowed customers to modify the weather API payload for provided regions based on their API keys;
- Drove the development process improvements, including the introduction of automated testing and using static typing;
- Was responsible for the development and maintenance of a set of client-facing weather products with a peak DAU of 2M+;
- Implemented a customization API for the weather web widgets product;
- Designed an SDK for the weather web widgets that allowed customers to automate their behavior;

Technologies:

JavaScript, React, Redux, emotion, SCSS, Node.js, Express, webpack, Jenkins

Zagrava Games

Game Developer @ Mobile VR

Oct 2016 - Nov 2016

Key Achievements:

- In collaboration with game designers, 3D artists, and sound designers, led the development of an MVP of a mobile VR escape room game;
- Prototyped and tested game mechanics and user controls to achieve optimal VR experience;

Technologies:

Unity, C#

JoyRocks

Game & Web Developer @ Birds Town

Aug 2014 - Sep 2016

Key Achievements:

- Led the development of an admin tools portal for an online browser game, modernized its stack to AngularJS, and implemented localization tools for multi-language support;
- Designed and developed the game mechanics of the browser game;

Technologies:

JavaScript, Flash, jQuery, AngularJS, PHP, CSS, MySQL, C#, Unity

Key Skills

Leadership: Mentoring, cross-functional collaboration, technical interviewing, decision-making;

Frontend: React, NextJS, Remix.js, TypeScript, CSS (preprocessors and CSS-in-JS), WebRTC, WebGL

Backend: Node.js, Express, MongoDB, Redis, SQL

Tools & Frameworks: Webpack, Nx, Bazel

Education

Master of Computer Science

Feb 2017

The National University of Water and Environmental Engineering