Ivan Vasiunin

Frontend Developer Valencia, Spain

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Summary

I'm a frontend developer with nearly 10 years of commercial experience building web applications and user interfaces for international products, from marketing websites and landing pages to large-scale product platforms. My core expertise is HTML, CSS / SCSS, JavaScript / TypeScript, responsive layouts, reusable UI components and frontend performance.

At Brave Brains I work on iGaming platforms and do more than feature development: I review code, mentor and onboard developers, investigate complex UI and performance issues, and help improve UI quality and development workflows.

I'm also learning AI Engineering: I've completed an AI Engineer course, and this website, with its RAG assistant Elio, is my first AI project.

Experience

Oct 2025–Present

Brave Brains

Senior Markup Developer | UI Engineering

Full-time · Valencia, Spain

iGaming platforms: large-scale consumer web products for international markets, across several projects and brands. A cross-functional team of developers, QA engineers, a product owner and a team lead.

Role

- Implement complex interfaces from designs: semantic HTML, advanced SCSS, responsive layouts.
- Own frontend performance in my area: find bottlenecks, propose refactoring where I see technical debt or inefficient code.
- Take on the hardest UI tasks and investigate complex issues down to the root cause.
- Review code for quality, maintainability, reusability, HTML structure, SCSS, performance and alignment with the architecture.
- Mentor developers and share UI and markup practices with the team.
- Support release readiness during critical launches.

Highlights

- **Acting team lead.** Led the team for several weeks during the team lead's absence; the team shipped several important releases to production on time.

- **Onboarding.** Over about three months, onboarded three developers who later became a separate team.

HTML | CSS | SCSS | BEM | JavaScript | TypeScript | Angular | GitLab | Figma

Nov 2024–Oct 2025

BrainRocket

Markup Developer (Middle → Senior)

Full-time · Limassol, Cyprus

iGaming platforms: large-scale consumer web products for international markets, across several projects and brands. Team of about 10: developers, QA engineers, a product owner and a team lead.

Role

- Implemented interfaces from designs: semantic HTML, complex SCSS, responsive layouts.
- Built reusable components and adapted existing ones to new requirements without duplication, keeping in mind how a change affects the rest of the shared system.
- Reviewed code for quality, maintainability, readability, reusability, HTML structure, SCSS, performance and alignment with the architecture.
- Investigated complex UI issues down to the root cause and proposed proper fixes instead of workarounds.
- Took part in the full delivery cycle — design, implementation, QA, fixes, release.

Highlights

- **Homepage performance.** Traced a poor Lighthouse result to CSS `mask` in buttons repeated across the page, rewrote the components without masks and optimized other heavy gradient components. The team gained a reusable approach to gradient UI that does not hurt rendering.
- **Performance reviews.** Removed unused code, introduced SCSS mixins for reusable styles, optimized images, minimized masks and filters, and fixed layout shift (CLS) during page load.
- **Mentoring.** Mentored a trainee to Junior level.
- **Promotion.** Joined as a strong Middle and was promoted to Senior through an internal grade review: practical tasks and technical questions from two more experienced colleagues.

HTML | CSS | SCSS | BEM | JavaScript | TypeScript | Angular | GitLab | Figma

Jun 2016–Oct 2024

Liketelecom

Frontend Developer

Full-time · Remote

A small telecom startup serving corporate clients, including brokerage companies: call routing, auto dialers and customer support.

Role

- Developed JavaScript scripts that automated technical support work.
- Built and maintained one-page websites (landing pages).
- Handled customer inquiries, set up call routing, installed and configured software, and set up auto-dialer servers.
- Controlled financial transactions and maintained reporting documentation.

Highlight: NumbersValidator

I noticed that clients' phone-number databases were often in the wrong format and that clients could not easily check whether a number was valid or which country it belonged to. I came up with a tool to solve this and built it end to end in vanilla JavaScript: a web service for validating, cleaning, correcting and converting phone numbers. Clients used it for about six months; company revenue grew by 5% during that period.

JavaScript | HTML | CSS

Jan 2024–
Oct 2024

University of educational medicine

Frontend Developer

Part-time · Remote

An organization offering online and offline courses on wellbeing and self-care, nutrition, psychology and healthy eating.

- Developed responsive landing pages and multi-page websites, mostly for new events.
- Added and improved React components for an internal dashboard that teachers used to track lessons and schedules and leave notes.
- Worked with designers on the technical feasibility of UI / UX designs.
- Optimized pages for speed and fixed bugs.

Speed of delivery was the top priority: I regularly delivered a complete landing page in one day so that new events could launch on time.

HTML | CSS | JavaScript | React | Figma

Sep 2019–
Mar 2022

Own websites

Webmaster

Part-time · Ukraine

- Ran two information websites on WordPress with a team of 2–3 copywriters and, at times, a content maker.
- Set up contextual advertising (Google AdSense) and attracted traffic through search-engine optimization.
- Refined the interfaces and improved the layouts.
- Bought and sold information websites, including preparing documentation for sales and handling hosting.

WordPress · SEO · Google AdSense

Jan 2019–
Jun 2019

Digital Web

Web Developer

Part-time · Mariupol, Ukraine

Designed and developed websites for businesses: multi-page sites, business-card sites and sites with a personal account area, on MODX CMS.

HTML · CSS · JavaScript · MODX

Oct 2015–
Jun 2016

PE «Computer»

Technical Specialist

Full-time · Mariupol, Ukraine

My first job after university, a non-development role: installing, configuring and maintaining accounting and reporting software for enterprise customers.

Projects

NumbersValidator

★ PRODUCTION MAR 2023

Web service that cleans, validates and converts phone numbers, detects number type, operator and region, and processes XLS / XLSX files in batch. Used in production by Liketelecom clients.

JavaScript · google-libphonenumber · Webpack · Express · PHP

Code on GitHub
github.com/IvanVasiunin/NumbersValidator

Little Lemon — Meta Front-End capstone

STUDY PROJECT

Restaurant website with table reservation, booking confirmation, specials, testimonials and a simulated API.

React · React Router · Chakra UI · Formik · Yup · React Testing Library

Code on GitHub
github.com/IvanVasiunin/Coursera-capstone-project

CV with AI assistant

PERSONAL PROJECT NOV 2026

My first AI project: a RAG assistant, Elio, answers questions about my experience with streamed answers and a live map of the sources it used.

A fast CV with Brief and Full views and a print-ready PDF, with performance budgets, accessibility and visual tests checked in CI.

Astro · TypeScript · SCSS · FastAPI · LangChain · LangGraph · RAG · PostgreSQL / pgvector · LLM APIs

Live demo
ivanvasiunin.com

Skills

Frontend & web	HTML5 · CSS3 · SCSS / Sass · BEM · JavaScript · TypeScript · React · Next.js · Redux · TanStack Query · Tailwind CSS · Bootstrap · styled-components · Angular (existing components) · Responsive design · Git / GitHub / GitLab · Figma
AI Engineering	Python · NLP fundamentals · LLMs and Transformers (GPT, BERT) · LangChain · LangGraph · Hugging Face · Vector databases · Foundation model APIs (OpenAI, Anthropic)
AI tools	Claude Code · Claude Skills · Claude Code subagents · Claude Cowork · Prompt engineering
Engineering practices	Code review · Mentoring and onboarding · Performance tuning · Agile / Scrum · Technical documentation · Cross-team collaboration

Education

2014 - 2015 — **Donetsk National Technical University**
Specialist degree (post-bachelor), Telecommunication systems and networks

2010 - 2014 — **Donetsk National Technical University**
Bachelor's degree, Telecommunications

2018 - 2019 **IT STEP Computer Academy Ukraine**
Full-stack developer program

Certifications and courses

2026 **The AI Engineer Course 2026: Complete AI Engineer Bootcamp**
Udemy, 365 Careers

Oct 2026 **Claude Code — The Practical Guide**
Udemy, Academind

Aug 2026 **Claude Code**
Master.dev (formerly Frontend Masters)

Aug 2026 **Claude Code course**
Anthropic (Lydia Hallie)

Oct 2024 **JavaScript Web Animations with GreenSock (GSAP)**
Udemy

Sep 2024 **Learn Git by Doing: A step-by-step guide to version control**
Udemy

Apr 2024 **The Complete Sass & SCSS Course: From Beginner to Advanced**
Udemy

Mar 2024 **React — The Complete Guide (incl. React Router & Redux)**
Udemy

Sep 2023 **Meta Front-End Developer Specialization**
Coursera

Languages

Ukrainian
Native

Russian
Fluent

English
Professional working

Polish
Limited working

Spanish
Limited working