

# Nikita Chernov

Tbilisi, Georgia

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## Summary

Frontend engineer with 5 years of professional experience using JavaScript / TypeScript, React, CSS, Node.js, and many other web technologies to solve business problems and deliver results. Specializing in creating user-friendly, performant, and accessible web solutions.

## Experience

P2P.org

Cyprus | Remote  
Dec 2025 - Present

### Frontend Engineer

**P2P.org** provides non-custodial staking infrastructure and technology for intermediaries such as Web3 Wallets, Exchanges and Custodians.

Social Discovery Group

Cyprus | Remote  
Aug 2025 - Dec 2025

### Frontend Developer

**Social Discovery Group** is a global tech company building social discovery and virtual intimacy products for over 500M users across 150+ countries.

- Owned implementation of 9 A/B tests within the Payments team, delivering robust features on time and improving conversion rates and user trust.
- Suggested multiple development workflow and UX improvements, streamlining processes and enhancing overall product usability.

TrueLab Game Studios

Malta | Remote  
Dec 2020 - Aug 2025

### Frontend Developer

**TrueLab Game Studios** is an iGaming studio creating online games for global operators.

- Prototyped, designed, and built a unified React.js / Redux Toolkit / Tailwind CSS UI and business logic application for games, reducing development costs by over 35%, streamlining support, and doubling the feature-release speed.
- Led 11 projects through planning, full-stack development and support stages. Owned technical implementation, sticking to deadlines and cross-functional team coordination; shipped every project on time.
- Created an internal localization tool that cut translation effort and enabled launches in 15+ new language markets.
- Mentored 7 engineers – guiding 5 juniors to mid-level and 2 mids to senior-ready.
- Shipped a Docusaurus documentation website, cutting duplicate chat questions by 75% and freeing 15+ developer hours per week.
- Introduced and implemented unit and integration tests for the most critical parts and user stories across the company's key projects, reducing the new-bug count by around 70% in these modules.
- Authored documentation and style guides that shortened onboarding by 20% and reduced repetitive bugs across modules.
- Implemented modern graphics formats and other optimizations, reducing average load time by about 40% and significantly boosting user experience.

LocoTech Service

Russia | On Site  
Mar 2019 - Nov 2020

### Service Engineer

**LocoTech Service** is a large railway engineering company providing maintenance, repair, and modernization services for locomotives.

Collected and analyzed key revenue-related depot indicators, coordinated data validation with Russian Railways, and led a 5-month ACS integration, automating a large part of Service Engineer tasks and cutting daily operational time from 6 to 2 hours.

## Education

**Bachelor's degree** (2019\*) | International Academy of Business and New Technologies (Yaroslavl) | Applied Computer Science in Economics, (*\*Incomplete higher education*)

## Skills & Languages

**Technologies:** TypeScript / JavaScript • React • Redux Toolkit • React Router • Vite / Webpack • Tailwind CSS • SCSS / SASS • Socket.IO • Astro • Next.js

**Testing:** Jest • Storybook (visual/interaction tests) • Playwright (E2E) • React Testing Library

**Code Quality:** ESLint • Prettier • Stylelint • Husky + lint-staged

**Performance and accessibility:** WCAG • Web Vitals • ARIA roles • semantic HTML

**Language Skills:** English – Upper-Intermediate (B2) • Russian – Native

**Other:** Figma • Agile Scrum • Gitflow