



Paul Karpenko
Senior Frontend Engineer

Los Angeles

Education

University of Illinois at Urbana-Champaign
BS in Mathematics/Computer-Science
Minor in Cinema Studies

Core Skillset

- JavaScript, React, HTML5, SASS
- Node.js, GraphQL
- git, webpack, npm, yarn
- Rapid prototyping, object-oriented architecture, mobile-first and reactive design, test-driven development

Supplementary Skillset

- Fluent Russian speaker
- C#, Python, Mocha, mongodb, SQL
- Photoshop, Illustrator, Sketch/Figma
- Premiere, After Effects, 3D Animation
- Unity, Unity VR

Contact

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About me

I take pride in combining my craftsmanship of writing code with a knack for system-level thinking. I love turning ideas into great applications and I excel at quick prototyping. In my fifteen years of professional experience, I've cultivated an extensive toolbox of patterns and techniques that I can use to turn a design into anything from a working proof-of-concept to a full product — and shepherd it all through the full app-development lifecycle.

Strengths

- Computer Science background informs a big-picture approach to architecture
- Keeps up-to-date with modern front-end technologies (React, GraphQL, etc.)
- Expands knowledge into new areas like machine learning and virtual reality
- Believes in leading by example and takes pride in communicating clearly
- Derives a deep satisfaction from working out problems

Relevant Work Experience

Q&A Media

Lead Frontend Engineer (Feb 2020 - Jun 2021 · 1 yr 5 mos)

Q&A Media is a music label and services company started by Troy Carter (former manager of Lady Gaga and John Legend). I built the high-fidelity React web application for Q&A's music distribution system including a rich UI component library and animated UX. I also built a suite of internal tools for managing backend entities, reports, and invoice statements.

Gridspace

Head of Frontend (Jul 2018 - Jan 2020 · 1 yr 7 mos)

Gridspace is an AI voice company specializing in the realtime transcription of speech and live-generation of voices indistinguishable from those of human beings. I worked in React to build and maintain the core app for call center workers and our internal tools with a unified architecture and build process.

Isobar

Lead Interactive Developer (Mar 2011 - Jul 2018 · 7 yrs 5 mos)

Isobar is an end-to-end digital agency that delivers web and mobile applications. I had the pleasure of working with clients like Sprint, Motorola, Wyndham Hotels, and Madison Square Garden. I also took part in R&D initiatives that stretched my skills beyond frontend development. One of my favorite projects was building a Unity VR experience that simulated grocery shopping with disabilities.

Freelance via Gigster

Senior Frontend Engineer (2015 - 2018 · 3 yrs)

Gigster is a Silicon Valley startup that connects clients with dev teams. I built four full React frontends for Gigster and did partial work on three others. My work included an app that connects Airbnb hosts with air travelers, a Kayak-like service for searching for airport parking, and the frontend for a Twitch-like app for video streaming and e-commerce.

References and code samples available upon request