Maksym Koval

Software Engineer | Technical Writer



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Summary

Software engineer with 7+ years of experience building complex products in healthcare, pharma analytics, cybersecurity and SaaS, now moving into technical documentation. Used to working inside engineering teams — with backend, QA and product — and turning ambiguous, technical requirements into something clear and usable for end users. Comfortable reading code, working in Git, and documenting architecture and workflows. English B2. Motivated to learn hardware and radio electronics hands-on.

Intro video (1 min) of how I work: https://www.loom.com/share/652d8575d73e4d0ab2ce6921dd7c1b67

Stack

Frontend & UI — Proficient
React · Next.js · Angular · TypeScript · JavaScript (ES6+) · HTML5 · CSS3 · SCSS · Tailwind CSS · Material UI · Ant Design · Bootstrap · Storybook · Recharts · D3 · i18n · Accessibility (WCAG 2.2 AA, ARIA)

State, Data, Tooling & AI
Redux · RTK Query · Zustand · TanStack Query · NgRx · RxJS · React Hook Form · Formik · Zod · Yup · REST API · Axe · WebSockets · Nest.js · Jest · Playwright · Vite · Webpack · Turborepo · Docker · AWS · Sentry · Git · AI-assisted development (Claude Code, ChatGPT) README / architecture docs · Storybook · Git · Jira/Confluence, Swagger · AI-assisted writing.

Work Experience

Senior Front-End Engineer, *IntellectEU* 10/2024 – 09/2026

Pharmalytiq — healthcare analytics platform that helps pharmaceutical companies turn commercial and medical data into interactive dashboards, reporting, and visualizations.

- Translated ambiguous, complex requirements into polished, information-rich interfaces, partnering closely with backend engineers, QA, and product stakeholders throughout the delivery lifecycle.
- Sole Front-End Engineer owning the entire web architecture end to end — from foundational decisions to feature delivery — for a data-dense analytics product used across the pharmaceutical industry.
- Architected a scalable, component-driven UI in React, TypeScript, Redux, and Material UI, establishing reusable components, shared patterns, and coding standards that keep the codebase clean as the product grows.
- Pioneered AI-assisted development on the team, using Claude and ChatGPT daily for implementation, debugging, refactoring, and documentation to accelerate delivery without sacrificing quality.
- Mentored a front-end developer through code reviews, pairing, and technical guidance, lifting the team's overall quality and velocity.
- Drove sprint planning, estimation, and production support to keep releases predictable and stable.

***Stack**: React · TypeScript · Redux · Material UI · REST API · Git · Jira · AI-assisted (Claude, ChatGPT) · Docker · Formik · Yup*

Software Engineer, *GreenM* 08/2022 – 09/2024
Lviv

- **BidThisProperty** (US real estate) — engineered a real-time property-auction platform where live bidding is powered by WebSockets, keeping every participant in sync as auctions unfold; developed and extended reusable frontend libraries later adopted across multiple company projects.
- **Trevise (AI)** — built from scratch in React and Next.js a platform that analyses customer feedback with AI: businesses get statistics, suggested responses and gaps to act on. Split large inputs into chunks so results appeared progressively, and worked one-on-one with the CEO to shape the product.
- **NRC** (healthcare) — modernized a legacy Angular platform, refactoring core modules and untangling technical debt to improve maintainability, stability, and developer velocity.
- Raised quality and performance across projects through unit and end-to-end testing with Playwright and continuous refactoring, delivering in fast-paced Agile sprints alongside QA, backend, and product owners.

***Stack**: React · Angular · TypeScript · NgRx · Redux · Next.js · AWS Amplify · WebSockets · Tailwind · Ant Design · Playwright · SonarQube · RTK Query · TanStack Query · Nest.js · Zod · Zustand · D3*

Frontend Developer, *SmartTek* 05/2021 – 08/2022

Coredge — cybersecurity SaaS startup that monitors and manages malicious activity in real time.
- Designed and built intuitive, secure dashboards that surface real-time threat data clearly for security teams.
- Delivered new features and resolved production issues in a fast-moving startup environment, collaborating tightly across the team.
- Mentored an incoming junior front-end developer, accelerating their ramp-up through reviews and knowledge sharing.

***Stack**: React · Redux · Redux-Saga · TypeScript · SCSS · Bootstrap · React Testing Library · Express.js · Yup*

Frontend Developer, *Monopoliya* 05/2020 – 05/2021

SaaS platform — internal system for managing invoices, personal requests, and documents.
- Led frontend development of the SaaS platform, building and customizing complex data-grid interfaces with React and DevExtreme.
- Delivered new features and continuously tailored the application to evolving business workflows.

***Stack**: React · JavaScript · DevExtreme · LESS · jQuery · HTML · CSS*

Markup Developer, *Freelancer.com* 06/2019 – 06/2020

- Converted PSD, XD, and Figma designs into pixel-perfect, responsive, cross-browser HTML/CSS/JavaScript for a range of international clients.

***Stack**: HTML · CSS · JavaScript · Figma · Photoshop · GitHub*

Projects

Fullstack Auth, *Full-stack app with layered architecture Monorepo* 2026
NestJS, Prisma, PostgreSQL, JWT on the API side; React, Vite, TypeScript on the web side. Documented architecture covering each layer and the full request path from UI to database. Sentry for error monitoring, Dockerised local Postgres, deployed with the frontend on Vercel and the API on Railway.
fullstack-auth-app-web.vercel.app

Pulse, *Product analytics dashboard* 2026
Next.js (App Router), TypeScript, Tailwind, Recharts. Interactive charts, sortable/filterable data table, dark mode, fully responsive.
maksym-pulse.vercel.app

Craftlum, *Web studio for local businesses* 2026
Founded and run solo. Fast, mobile-first, SEO-optimised sites. Full cycle from demo to launch.
craftlum.com

Space Shooter, *2D arcade game built from scratch. PixiJS v8 with WebGL rendering and a Ticker-driven game loop.* 2026
All graphics drawn procedurally through the Graphics API, so the game loads with zero external assets. Delta-time movement for frame-rate independence, HiDPI-aware rendering, and collision checks that avoid per-frame square roots.
space-shooter-jet.vercel.app/

Soft Skills

Technical leadership · Ownership & end-to-end delivery · Mentoring & code review · Cross-functional collaboration · Clear communication · Problem-solving · Adaptability · Agile teamwork

Certificates

Anthropic: Claude Code in Action
2026
https://verify.skilljar.com/c/gywskd5gjnew

Udemy: Nest.js
2025

Udemy: Next.js
2022

Anthropic: Claude code 101
2026
https://verify.skilljar.com/c/rfbiyfcvnaat

AWS: cloud practitioner
2023

SkillUp: Frontend course
2020

Anthropic: Claude 101
2026
https://verify.skilljar.com/c/xxru2y3i9f2t

Udemy: Angular course
2023

Education

Master's degree in International Economy, *Ivan Franko National University of Lviv* 2014 – 2020

Additional info

Languages
English - B2, Spanish - A2, Ukrainian - Native.

Hobbies
Homebrewing · Football and sport · Travelling · Driving · Playing guitar