

JAN MASLOV

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WEB AND MEDIA POLYGLOT

Full Stack Engineer • Software Developer • Graphic Designer • Game Designer
Customer-oriented • Diligent • Often outside of comfort-zone • Courteous

SOFTWARE PROJECTS DURING STUDIES

Personal website: maslov.io for additional information and projects

Full Stack project: [Petman.de](https://petman.de)

- Engineered custom fully-featured headless node.js-based Content Management System from the ground up, then developed the company's website on it
- Reduced page loading times by ~60% on average (TTFB by ~45%) compared to previous WordPress website, while providing more advanced features, like a store locator
- Integrated automatic media optimization, cloud hosting provider APIs for automatic cluster orchestration and geocoding APIs
- No unplanned downtime since going live in 2017
- **Utilized:** Express.js, RESTful APIs, MongoDB, Redis, EJS, Google Cloud Platform, Git, Jest

Frontend-heavy project: [Tempcontrol.info](https://tempcontrol.info)

- Designed and developed lightweight frontend for new company website incorporating THREE.js and animated SVG graphics for product presentation
- Backed by simple node.js server for housekeeping tasks
- Iteratively worked out a rebranding for the company and its products
- Reduced page loading times by ~40% on average compared to previous 1&1 page builder
- **Utilized:** polka.js, neDB, THREE.js, EJS, JWT, SendGrid, Git

Project Management Software: KateMotive Organizer

- Created simple PMS for managing production process of face masks
- Integrated Amazon's and Etsy's APIs to automatically pull incoming orders and print job sheets
- Incorporated WebSockets to synchronize multiple client devices in real-time, with clever algorithm that minimizes the amount of data exchanged
- **Utilized:** Electron.js, polka.js, RESTful APIs, PostgreSQL, WebSockets, Git

EDUCATION

- 2018-09 – 2021-09: Master of Arts "Digital Games", focus on Game Design
Cologne Game Lab, Cologne
 - Engineered multiple game genre-specific frameworks from the ground up, scripted, wrote 3D rendering code, shaders and custom audio processing code
- 2014-09 – 2018-03: Bachelor of Arts "Digital Games", focus on Game Design (1.9)
Cologne Game Lab, Cologne
 - Scripted and integrated multiplayer networking and web-based services (Steam)
 - Created custom character controller for VR/AR
- 2011-07 – 2014-06: Abitur (2.0)
Carl-Fuhlrott-Gymnasium, Wuppertal

TECHNOLOGIES, LANGUAGES & PERSONAL

Proficient: ES2020 JavaScript, C# 7, .NET, WebSockets, SQL, NoSQL, Redis, RESTful APIs, Serverless (AWS Lambda, Vercel), Static Site Generators (11ty, Hugo), Gulp, HTML/CSS, Git, Unix, Nginx, Apache, Unity3D, Unreal Engine, Agile/Scrum. **Familiar:** PHP, Java, C++, React, Vue, Svelte

German (native), English (near native), Russian (near native). Enjoy swimming, tea and computer/server hardware.