OLEH SAVENIUK

SUMMARY

SENIOR FRONTEND / WEBGL ENGINEER

Frontend Engineer with 6+ years of experience building interactive web applications, immersive 3D experiences, and WebAR/WebVR solutions. Strong expertise in JavaScript, TypeScript, React, Vue.js, Three.js, WebGL, and GLSL shader development. Experienced in developing enterprise UI systems, interactive 3D features, and reusable components, as well as maintaining legacy applications and coordinating frontend development. Focused on building performant, maintainable, and user-friendly experiences.

EXPERIENCE

UAV CREW CHIEF, ARMED FORCES OF UKRAINE, UKRAINE — 2026

Assigned to UAV equipment maintenance, covering drone and radio troubleshooting, repair, and firmware configuration.
Prepared and supported different UAV platforms, including FPV drones, DJI Mavic systems, and heavy-lift multirotors.
Completed basic military training and gained experience with military equipment and operational procedures.

FULL STACK DEVELOPER, THE COMMONS PROJECT, UKRAINE — 2025-2026

Developed frontend features for Jupiter Health, including search functionality, UI components, and database-backed healthcare user management.
Fixed and extended Python/Django backend functionality, working with existing application logic, SQL queries, and PostgreSQL data.
Improved UI functionality in CommonHealth, an Android healthcare application, supporting workflows for viewing and editing user information.
Tech stack: Python, Django, PostgreSQL, SQL, JavaScript, HTML, CSS, Android

SOFTWARE DEVELOPER, GK SOFTWARE SE, UKRAINE — 2022-2024

Developed and maintained Vue.js interfaces for an enterprise retail POS platform, supporting multiple product versions across desktop and mobile environments.
Led frontend implementation of a redesign spanning 70+ screens, building responsive layouts, customizing Vuetify components, and implementing complex input behavior for international formats and languages.
Coordinated frontend task allocation and collaborated with developers, QA engineers, designers, and product consultants throughout implementation, code review, and regression testing.
Tech stack: Vue.js, JavaScript, TypeScript, Vuetify, Node.js, Java, MongoDB, Cordova, Electron, HTML, CSS, Git, Unit Testing, E2E Testing

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FRONTEND DEVELOPER, GEENEE AR, UKRAINE — 2021-2022

Built custom WebAR experiences for Red Bull, Osmo, and Jeep, including interactive 3D advertising campaigns and marker-based product demonstrations.
Developed features for Geenee WebAR Builder, a React-based SaaS platform for creating and publishing marker-based and world-tracking AR experiences.
Created a 3D Text Creator and implemented interactive 3D content and shader-based visual effects using React, React Three Fiber, and Three.js.
Tech stack: React, TypeScript, JavaScript, React Three Fiber, Three.js, WebGL, GLSL

WEBAR DEVELOPER, 360 STORIES, UKRAINE — 2020-2021

Developed immersive WebAR/VR tours combining 360° environments, interactive 3D hotspots, and audio-guided content for mobile browsers and VR headsets.
Built interactive 3D experiences and React-based interfaces for educational projects, including university showcases for NJIT and UCLA.
Tech stack: React, JavaScript, Three.js, A-Frame, 8th Wall

WEBVR DEVELOPER, VERY BIG THINGS, UKRAINE — 2019-2020

Developed interactive WebVR educational simulations using Three.js, contributing to approximately 10 immersive learning experiences.
Integrated Oculus Quest controller interactions into the in-house GFrame framework, implementing controller tracking, quaternion-based transformations, button input handling, and raycasting.
Built scroll-driven 3D website animations using React, Three.js, and Tween.js, synchronizing model transformations with page scrolling and mouse input.
Tech stack: JavaScript, TypeScript, React, Three.js, WebVR, WebGL, Tween.js

CERTIFICATE

GLOBALLOGIC EDUCATION, ODESA, UKRAINE — 2021

Development of educational board games using augmented and mixed reality technologies on the topics of the discipline "Operating systems"

EDUCATION

ODESA NATIONAL POLYTECHNIC UNIVERSITY, UKRAINE, BACHELOR OF COMPUTER SCIENCE — 2018-2022

SKILLS

Frontend: JavaScript, TypeScript, React, Redux, Next.js, Vue.js, Vuex, Pinia, Nuxt.js, HTML, CSS
3D & Graphics: Three.js, WebGL, GLSL, Shaders, WebAR, WebVR
Backend & Data: Node.js, Express, REST APIs, MongoDB, PostgreSQL, SQL, Python, Django, Java
Tools & Testing: Git, Unit Testing, E2E Testing, Electron, Cordova
Additional: MobX

LANGUAGES

English — Fluent, German - Conversational, Ukrainian — Native, Russian — Native

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