

Andrei Parcheuski

Senior Angular Developer | Senior Frontend Engineer | Frontend Team Lead

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PROFESSIONAL SUMMARY

Senior Angular Developer with 11+ years building production-grade web applications across healthcare, e-commerce, LMS, and AR/XR — including 6+ years with US companies (remote) and 4+ years of team-lead experience. Core strength in the Angular ecosystem (9+ years) — Signals, NgRx and Signal Store, RxJS, Reactive Forms, lazy loading, and performance — with frontend architecture built from scratch and published npm packages, backed by solid React and Next.js experience. Strong focus on testing and code quality (Playwright, Vitest, 95% coverage), mentoring developers, and leading distributed teams to ship complex platforms on time.

TECHNICAL SKILLS

Angular Ecosystem: Angular 2+ (9+ yrs), NgRx, NgRx Signal Store, RxJS, Signals, Reactive Forms, Angular Material

React: React, Next.js, SSR, React Query, Redux Toolkit

Languages: TypeScript, JavaScript, HTML5, CSS, SCSS, SASS

Architecture & Quality: Frontend architecture, design patterns, lazy loading, performance optimization, published npm packages, monorepo, REST APIs, GraphQL

Testing: Playwright (E2E), Vitest, Jest, code coverage, GraphQL stubbing

UI & Styling: Styled Components, Tailwind, Material UI, Figma, Adobe XD, Zeplin

3D & AR / XR: Three.js, WebGL, Unreal Engine (pixel streaming), 8th Wall, Wikitude, PWA, SPA, Extended Reality, VR

DevOps & Tools: CI/CD, Docker, Jenkins, Webpack, Gulp, AWS, Azure, GitLab, GitHub, Headless CMS, Jira

Methodologies: Agile, Scrum, sprint planning, code review, internationalization (i18n), SEO

Databases & Other: MySQL, PostgreSQL, Axios, REST API, GraphQL

WORK EXPERIENCE

3D Source — Senior Front-End Developer

October 2023 – Present | Warsaw, Poland

- Architect and build 3D product configurators with Angular and Three.js — approximately 30 enterprise projects on a shared 80,000-line codebase.
- Integrated real-time Unreal Engine pixel-streaming into the Angular front end for high-fidelity 3D rendering.
- Authored and published 8 internal npm packages under [@3dsources](#) — a shared Angular UI component library, data loaders, and configurator APIs.
- Built an external integration API enabling embedding and two-way interaction via iframe.
- Reached 95% test coverage — Playwright E2E (GraphQL stubbing and code coverage) and Vitest unit tests across core modules.
- Led a full front-end performance optimization of the platform.

ITRex Group — Front-End Team Lead

November 2021 – September 2023 | Aliso Viejo, CA, USA (Remote)

- Led a 4-person frontend team and mentored 2 developers across two flagship projects on a 2-week release cycle, shipping approximately 20 major features on budget and on schedule.
- Owned the frontend architecture of a React and Next.js vendor-management platform for the sports industry — from schema design to Azure deployment.
- Built internationalization for 11 languages with full LTR/RTL support (including Arabic), dynamic routing, and responsive layouts.
- Delivered hybrid-app support (iOS and Android via WebView bridge), push notifications, and custom elements through the Kentico CMS API.
- Collaborated with management and third parties (Google Ads, Batch) on performance and SEO; reviewed pull requests and owned feature estimations.

ITRex Group — Front-End Developer

December 2019 – November 2021 | Aliso Viejo, CA, USA (Remote)

- Delivered 4 key projects using React, Angular, and 8th Wall.
- Built a high-traffic Angular, RxJS, and Material UI marketplace platform, credited with a 25% increase in company sales revenue.
- Set up the application architecture, integrated 8th Wall for AR model and asset display, and handled testing and Heroku deployment.

HQSoftware — Full-Stack Web Developer

November 2018 – December 2019 | USA (Remote)

- Led product definition, requirements analysis, and full implementation across new project designs.
- Led a 6-person frontend team and synchronized desktop and mobile XR experiences.
- Selected and owned the technology stack: Three.js, Angular, Angular Material, NgRx.

HQSoftware — Front-End Web Developer

July 2017 – November 2018 | USA (Remote)

- Built a client web platform from scratch for authoring AR and VR (extended reality) scenes, contributing to a 50% increase in marketing-driven sales.
- Developed PWA and SPA experiences with Angular, Three.js, Wikitude, and a custom XR Builder.

IBA Group — Full-Stack Web Developer

April 2016 – June 2017 | Minsk, Belarus

- Migrated a Learning Management System that cut learning time by 40%.
- Built React UI components on a Ruby on Rails backend.

SoftClub — JavaScript Developer

March 2015 – April 2016 | Minsk, Belarus

- Built automated banking-data dashboards (JavaScript, QlikView, SQL) that improved reporting productivity by 25%.

EDUCATION

M.Sc. in Applied Mathematics and Computer Science

Belarusian State University

2016 – 2017 | Minsk, Belarus

B.Sc. in Applied Mathematics (Optimization Methods)

Belarusian State University

2011 – 2016 | Minsk, Belarus

LANGUAGES

Russian (Native), Belarusian (Native), English (Professional Working)

SOFT SKILLS

Leadership, Collaboration, Communication, Critical Thinking, Adaptability, Problem Solving

PROJECTS

Oyper — AI Browser Extension (2020 – 2021): AI-powered Chrome and Facebook extension that lets users upload clothing images and find visually similar products across the web. Built from scratch in Angular with a REST API backend.