JAN MASLOV

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WEB AND MEDIA POLYGLOT

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

Work Experience

2021-10 — today: **bbv Software Services AG, Zürich**
- Successfully architected, designed, and built Full Stack projects with heterogeneous tech stacks and team compositions across multiple industries (healthcare, manufacturing, finance, construction), and managed product lifecycles and team members
- Participated in successful project bids, actively managed customer expectations and overall communication
- Provided technical consultancy for enterprise cloud solutions (primarily Azure and AWS)
- Organized the yearly company retreat and other internal events
- Mentored Junior engineers, providing career and technical counseling
- Improved and maintained internal software and influenced company's tech stack recommendations

Software Projects

Personal website: jama.me for more information, projects and games

Full Stack Project: Russian Doll Hair Extensions Booking   booking.russiandoll.com.au
- Designed and engineered bespoke customer-facing appointment booking website from the ground up, based on Acuity Scheduling, with online and POS payments via Square
- Reduced time to book from days to minutes while providing staff with high quality data for preparation
- Handled challenging incompatibilities of requirements vs. booking system features
- One of the first booking solutions with dynamic appointment pricing based on configuration and booking multiple staff members for certain types of appointments
- Also designed and built a Shopify store using a customized theme (Visit www.russiandoll.com.au)
- **Utilized:** React (Preact), TinyHTTP, neDB, REST APIs, Playwright, Git, Jest

Full Stack Project: Petman Company Website   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 and a custom map solution and geocoding APIs
- No unplanned downtime since going live in 2017
- **Utilized:** EJS, Express.js, MongoDB, Redis, REST APIs, Google Cloud Platform, Git, Jest

Education

2018-09 — today: **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
- Designed and engineered innovative 2D and 3D games every couple months in sprints
- Scripted and integrated multiplayer networking and web-based services (Steam, etc.)

2011-07 — 2014-06: **Abitur** (2.0), Carl-Fuhlrott-Gymnasium, Wuppertal

Technologies, Languages & Personal

Proficient: ES2024 JavaScript, TypeScript, NodeJS, Deno, Bun, React, Angular, Vue, Svelte, Ionic, Capacitor, Razor, Blazor, C# 12, .NET (Core), Figma, Cypress, Playwright, Appium, Storybook, WebSockets, SQL, NoSQL, Redis, HTML/CSS, REST APIs, Azure, AWS, Unix, CI/CD Pipelines, Serverless (AWS Lambda, Azure Functions, Vercel), Nginx, Apache, Caddy, Astro, 11ty, Hugo, Git, Unity3D, Unreal Engine, Agile Dev/Scrum, AsciiDoc
Familiar: Swift, Kotlin, PHP, Java, C++, Arc42

German (native), English (near native), Russian (near native). Enjoy swimming, sauna, tea, and PC hardware.