

OLEG PROSKURIN

Senior Frontend Engineer & Tech Lead

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SUMMARY

Senior Frontend Engineer and Tech Lead with 9 years of production experience across React, Next.js, TypeScript, and large component systems, including 5 years leading remote teams for US, UK, EU, and AU clients. I build and govern design systems: at PrimeUI (primeui.com, launched Feb 2026) I built and maintain a library of more than 200 React components together with the design-system tooling and the pipeline that composes them into production pages. Earlier I architected a multi-tenant, white-label Sanity backend for Tipico US that handled 75M requests/month across core and state teams.

SKILLS

Web & Frontend: React (18), TypeScript (5.x), Next.js (App Router, SSR/SSG/ISR), TanStack Start/Router. State management: Redux Toolkit + RTK Query, TanStack Query. Build tooling: Vite, Webpack. CSS at scale: Tailwind, CSS Modules, Emotion, Styled-Components

Design systems & UI architecture: design-system creation and governance across teams, shared component libraries, multi-tenant / white-label theming and design tokens, access-gated UI (route guards, conditional rendering), data-heavy dashboards (Chart.js), interactive maps (Mapbox GL), WCAG accessibility, Core Web Vitals & performance optimization

Testing & quality: Jest, React Testing Library, Playwright, Vitest, code review, architectural decision records

Data & Infrastructure: REST, GraphQL, WebSockets / SSE, PostgreSQL, Drizzle ORM, Docker. AWS (S3, CloudFront, Amplify), Vercel, Cloudflare, CI/CD (GitHub Actions, Bitbucket Pipelines, CircleCI), Sentry

Headless CMS & eCommerce: Sanity, Storyblok, Contentful, Payload, Hygraph, DatoCMS, Shopify, Stripe

AI-augmented development: Claude Code and Codex as daily drivers; built component-aware AI generation on Mastra + Vercel AI SDK; published an MCP server on NPM

EXPERIENCE

PixelPoint Ltd.

France · Remote

Tech Lead & Senior Frontend Engineer, PrimeUI

Feb 2025 – Present

PrimeUI (primeui.com, launched Feb 2026) is a multi-surface platform that generates production-ready websites from a curated React component library. Lead developer owning ~70% of platform architecture, with the component library, the design system, and the component-based page generation pipeline as my core areas.

- **Built and maintain the component library that is the core product asset:** more than 200 React components with props schemas, variants, and design constraints, organized into families and groups, curated and structured as a design system the whole platform builds on.
- **Built the design-system tooling:** an internal tool to define a project's visual identity (colors, typography, design tokens) and apply it across the library, so generated pages carry a consistent, per-project theme.
- **Built a component-matching scoring model** that evaluates how well adjacent components fit together: it compares their layouts, entry and exit widths, and component format, and produces a combinability score that ranks candidate compositions. Encodes component-pairing judgment as a reusable rule instead of ad-hoc decisions.
- **Set up the page generation pipeline:** composes components from the registry into full responsive pages, validating each against the component's props schema with retry recovery, then renders and previews before export.
- **Own the Studio web app frontend** (TanStack Start, React, TypeScript): a canvas-based sitemap interface of page nodes and their links, the generation/preview/editing UI, with WebSocket-based streaming of responses into the UI.
- **Designed the code-export pipeline** that ships a customer-owned, production-ready Next.js + Tailwind project (no vendor lock-in); published the [@primeui/mcp](https://github.com/primeui/mcp) server on NPM.
- **Run code review and architecture discussions as daily routine;** introduced Claude Code and Codex into the team workflow and built custom developer tooling on top (codex-bee, epic-loop).

FocusReactive

London · Remote

International web consultancy for clients in the US, UK, Europe, and Australia.

Tech Lead & Senior Software Engineer

May 2019 – Feb 2025 (5 yrs 10 mos)

- **Architected the Tipico US backend on Sanity Headless CMS as a multi-tenant, white-label platform:** white-label architecture for core and state teams, 5 publishing environments, 3 datasets. Operating scale: 122 CMS users, 75M requests/month, 98 document types, 165K stored documents.
- **Designed and built CMS-KIT**, an open-source Headless CMS starter and shared component library governed across 15 client projects and multiple teams, cutting kickoff from days to hours and accelerating development by ~30%.
- **Led migration of 15 client projects to Headless CMS and commerce platforms** (Sanity, Storyblok, Contentful, Payload, Shopify, Hydrogen), restructuring content models and cutting update cycles from weeks to days.
- **Built the data-heavy analytics and reporting frontend for Porchlight** (Compass real-estate platform, Next.js + tRPC): line-chart dashboards over market and area metrics (Chart.js, react-chartjs-2), interactive Mapbox GL maps with polygon-drawn geo-areas, and a PDF report pipeline where Puppeteer captures the rendered charts and @react-pdf/renderer assembles the document.
- **Led technical hiring and team development:** designed an assessment mirroring real working conditions, ran 30 interviews leading to 8 hires, mentored new engineers.

GitNation

Remote

Built a publishing flow via Slack API and a reusable web framework for conference websites; migrated GitNation conferences to Headless CMS.

Senior Software Engineer (Part-time, concurrent)

May 2019 – Feb 2025

Osome

Singapore

Built a fuzzy-logic search system and advanced UI animations for the corporate-services platform; configured the Webpack build.

Frontend Developer

Jun 2018 – May 2019

Skipp

Moscow

B2B marketplace for Skolkovo Innovation Center (100 companies); GraphQL subscriptions for real-time chat.

JavaScript Engineer

Nov 2017 – Jun 2018

BL Group

Moscow

Led an engineering team designing automation and control systems for dynamic architectural lighting (50+ installations).

Head of Engineering Team

2010 – 2017

OPEN SOURCE & WRITING

- **Component tooling:** Storybook steering team during the 2016–2017 revival; maintain storybook-addon-material-ui (18K weekly downloads) and storybook-addon-console (7M total); published [@usulpro/color-picker](#), a Material-style React color picker with ~17K weekly downloads.
- **AI developer tooling:** [codex-bee](#), a wrapper for long-running Codex sessions; [epic-loop](#), a Codex skill for autonomous large-task execution via tech-lead / engineer role separation.
- **Technical writing:** articles on frontend, Headless CMS, and developer tooling at [FocusReactive blog](#) and [Dev.to](#).

PORTFOLIO

[PrimeUI](#), [MarketFinance](#), [Tipico Platform](#), [Firsty](#), [IWM membership](#), [NotSoApp](#), [Porchlight](#), [GitNation](#)

EDUCATION

Master in Engineering, Faculty of Electronic Engineering, Moscow Power Engineering University ([MPEI](#)), Russia

LANGUAGES

English C1 · Russian native

Remote setup: Thailand, GMT+7 (EMEA and AU overlap, US East AM) · Deel contractor · W-8BEN on file · available immediately