DMITRY SOTNIKOV

Middle+ Frontend / Fullstack · Moscow or remote

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ABOUT ME

I started programming at 14, and at 15 graduated from Yandex School of Interface Development — its youngest student in 12 years — before starting my career at Yandex as a frontend developer at 16. I handled complex technical challenges — from optimizing interface performance to designing large-scale projects. I write high-performance, maintainable code and always look beyond the immediate task: I think about how a solution affects the product and the business as a whole. I take initiative, see work through to completion, and do not wait to be told what to do. In my spare time I build Rook, my own programming language that compiles to JavaScript and runs it on every CPU core.

EXPERIENCE

Fullstack Developer · MTS 05.2026 – present

- Designed and built an admin panel and modules for creating games
- Building browser games with WebGL: game mechanics and server APIs
- Optimizing game performance in the browser

Frontend Developer · Yandex 08.2024 – 03.2026

- Built and supported high-load interfaces: new features and performance optimization
- On my own initiative, created new pages and extended the frontend admin panel
- Supported neighboring teams and mentored an intern

Frontend Developer Intern · Yandex 05.2024 – 08.2024

- Developed new features for a product with millions of users
- Built optimized animations and introduced new technologies and approaches

CASES

Better than anyone expected Yandex · 05.2024 - 06.2024

+53% DAU **+31%** E-REACH **+32.5%** Profit

Summer 2024 campaign · a product with millions of users

One person against a huge project Yandex · 04.2025 - 05.2025

+38% MAU **+15%** E-REACH

A new game page built solo by the deadline

Tested a new stack with a game MTS · 05.2026

4 days to build **−87%** 3D model weight **9.7 MB** loaded on start

May 2026, my first month at MTS. Model weight after compression in October 2026, gzip

Play (desktop): qwern-9876r.github.io/Mushrooms · GitHub: github.com/QWERN-9876r/Mushrooms

This website Personal project · 09.2026

62 KB JS on the first screen **0** frames at rest **139 KB** 3D, after the page loads

Build measurements, gzip

My own language: JavaScript on every core

Open source · 10.2026

×8.1 faster with go for **×5.4** faster with goroutines **1291** tests **30K** lines of TypeScript

Numbers from the repository: go for as measured on the docs home page, goroutines from the docs example in Node; both on a 14-core Apple M4 Pro

Documentation: qwern-9876r.github.io/RookLang · GitHub: github.com/QWERN-9876r/RookLang

TECHNOLOGIES

Frontend foundation	TypeScript, HTML5, CSS3, SCSS
React ecosystem	React 19, Next.js 16, MUI, TanStack Query
Graphics	Pixi, Three.js, Rive, Lottie
Web Components	Lit
Quality and testing	Storybook, Jest, Playwright
Backend	Go, Node.js, Echo 4, Fastify
Data Bases	MongoDB, PostgreSQL
Backend infrastructure	Docker, Kubernetes, Nginx, Kafka

Interactive version with 3D and live metrics: qwern9876r.ru/en