Arsenijs Gluhihs

Software Engineer

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Professional summary

TypeScript (React) and Rust software engineer with 3+ years experience delivering production web apps in fast-moving startups, including acting as the sole front-end owner. Shipped two platforms end-to-end, implemented complex UI/animation, and contributed to back-end features (Elixir, Rust). Comfortable owning architecture, collaborating tightly with design/back-end, and algorithmic problem-solving (e.g. Swiss-system tournaments, request optimization).
More information about my projects: https://gluhih.dev/

Core competencies

Back-end	Rust, Go, Elixir (contributions to features/infrastructure)
Front-end	React, TypeScript, JavaScript (ES6+), HTML5, CSS3, Tailwind CSS, Canvas API, Vite
Architecture & Product	SPA development, RESTful API, performance/UX considerations
Algorithms & Data	Implementing algorithms of varying complexity, optimizing request counts/payloads
Languages	Russian (native), English (B2, improving)
3D/Media	Unity (C#), Blender (basic modeling)

Professional experience

Front-End Developer (contract) – *geoSurge* – Remote/UK – Aug 2025 – Nov 2025
- Collaborated in a large team of front-end developers as a React developer, being responsible for integrating new services.
- Actively participated in designing and implementing the project architecture.
- Additionally, resolved minor issues with endpoints in the back-end API written in Rust.
- Tech: React, TypeScript, Rust, Nix.

Front-End Developer (contract) – *DM Pagrabs* – Remote/Riga – Mar 2025 – Jul 2025
- One of three core team members (Back-end Dev, UI/UX Designer, Front-end Dev).
- Launched a SaaS for D&D 5e dungeon masters to manage campaign data and reference rules from zero to live in ~3 months.
- Built the front-end in React + TypeScript; created a system for accumulative changes with optimized request count and payload size.
- Tech: React, TypeScript.

Front-End Engineer – *Doma OÜ* – Remote/Estonia – Mar 2022 – Feb 2025
- Sole front-end engineer at a startup building a platform for developer hiring and coding tournaments.
- Evolved product from Zola to a React + Tailwind SPA; launch, ongoing development, maintenance.
- Implemented Swiss tournament algorithm in Unity+bash and complex background animation using HTML Canvas and p2.js.
- Contributed on the back-end in Elixir, Rust, a bit of Go.
- Tech: React, TypeScript, Tailwind, Zola, Canvas, p2.js, Elixir, Rust, Go.

AR/VR Intern – *Ocean Group Ltd.* – Remote/Riga – 2021
- Built an interactive Unity mini-game for a VR puzzle experience.
- Modeled puzzle assets in Blender and implemented piece-placement interactions.
- Tech: Unity (C#), Blender.

Personal projects & Competitions

- **ICFPC (International Programming Contest)** — Participant 3×; used Rust.
- **Minesweeper Solver Service (ongoing)** — Service exploring probabilistic solving of arbitrary boards; applies probability theory to decision-making; coded in PureScript.

Education & Certification

- Basic Programming Courses – Fundamentals of software engineering, algorithms, OOP (Pascal, C/C++, Java) – *Progmeistars* – 2015 – 2018
- Secondary education program – Software Development – *Rīgas Valsts tehnikums* – 2018 – 2022 (final year not completed)

Additional

- Interests: Functional programming, 3D modeling (Blender).
- Work preferences: Product-minded teams, startup pace. Remote, open to relocation.