Heydar Rzayev

Frontend-Focused Software Engineer · React, TypeScript & Claude Code

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Summary

Frontend-focused software engineer with 3 years of TypeScript engineering across React, Angular, and Vue.js, preceded by 1.5 years as a Product Owner. I build data-heavy interfaces for people outside engineering: React admin panels used daily by 30+ product, live-ops, and support staff, and Three.js 3D viewers rendering 500K+ elements at 60 fps. I structure frontends around typed data layers and reusable shared libraries, test them end-to-end with Playwright, and use Claude Code in my everyday workflow, a practice I rolled out to my whole engineering team.

Core Technologies

Languages: TypeScript, JavaScript (ES2022+), Python, HTML5, CSS3 / SCSS
Frontend: React, TypeScript, Angular (Signals, RxJS), Vue.js, Three.js, Ant Design (component-library UIs), Webpack
Backend & Data: Node.js, REST APIs, typed API layers, Firebase, Firestore, Cloud Functions, MongoDB · Python (secondary)
Cloud & Infra: GCP (Firebase, Firestore) · AWS (Lambda, S3, CloudFront, DocumentDB, Route 53) · Docker, GitLab CI/CD, Git
Practice: Data-heavy tables & dashboards · Unit & E2E testing (Jest, Playwright) · AI-assisted development (Claude Code) · Payment integrations (Xsolla) · Agile / Scrum

Experience

Full Stack Software Engineer, SOFTGAMES Berlin, Germany (Remote) · Dec 2024 - Present

Platform, payment, and tooling systems for HTML5 games with millions of monthly players.

- Delivered **admin panels** in React, TypeScript, and Ant Design used daily by **30+ product, live-ops, and support staff** to manage players, offers, and game configuration without code deploys.
- Built a **real-time metrics dashboard processing 600M+ database rows per day**, designing the data model, indexing, and query architecture behind it.
- Introduced and drove team-wide adoption of an **AI-assisted engineering workflow built on Claude Code**: designed it, presented it on-site to the engineering team, and wrote the repository-level standards that let AI agents work reliably in existing codebases.
- Developed internal **Firebase / Firestore wrapper libraries** adopted across **20+ game titles**, standardizing auth, persistence, and remote config behind one shared interface and cutting per-game integration from ~3 days to under half a day.
- Shipped the **Guest Purchase** flow, removing account creation from checkout and lifting IAP conversion **~15%**.
- Identified and mitigated a critical vulnerability in the **Xsolla payment integration**, preventing transactional losses, then refactored it into a reusable integration pattern now standard across all upcoming titles.
- Built a **Yeoman-based scaffolding CLI** generating production-ready projects with CI/CD, linting, and SDK wiring, cutting setup from ~2 days to **under 15 minutes**.

Stack: TypeScript, React, Ant Design, Node.js, GCP (Firebase, Firestore, Cloud Functions), AWS (Lambda, S3, CloudFront, DocumentDB, Route 53), Docker, GitLab CI/CD, Claude Code

Frontend Developer, Specter Automation Germany · Dec 2023 - Nov 2024

Building Information Modeling (BIM) platform for planning and automating construction projects.

- Built interactive **3D BIM model viewers** with Three.js and Angular 17, rendering models with **500K+ elements** at a stable 60 fps through geometry instancing, frustum culling, and lazy loading.
- Migrated component state to **Angular Signals and computed properties**, cutting change-detection cycles **~40%** and improving responsiveness on large models.
- Designed the **RxJS** data layer for communication with the Python / MongoDB backend, handling asynchronous streams, request cancellation, and retries for **15+ REST endpoints**.
- Introduced **Playwright end-to-end tests** covering ~80% of critical user journeys and wired them into CI, reducing regressions reaching production by **~50%**.

Stack: Angular 15-17, TypeScript, RxJS, Three.js, Python, MongoDB, REST APIs, Playwright, Webpack, ESLint, Git

Product Owner, Saloodo! GmbH Bonn, Germany · Apr 2022 - Nov 2023

Digital freight marketplace (DHL Group) connecting shippers and carriers across Europe and the Middle East.

- Owned the product backlog for a squad of **8 engineers**, running sprint ceremonies and raising sprint predictability to **~90%**.
- Translated business requirements into user stories with clear acceptance criteria in **JIRA** and **Confluence**, cutting mid-sprint scope changes and rework.
- Worked hands-on with the QA team on **debugging and triaging defects**, reproducing production issues and reducing average bug turnaround time by **~30%**.
- Wrote **Jest unit tests** for frontend features alongside the engineering team, laying the groundwork for my move into engineering.

Tools: JIRA, Confluence, Jest, GitLab, Figma, Aha!, Slack

Education & Languages

B.Sc. Communication and Information Engineering, Rhein-Waal University of Applied Sciences 2017 - 2021
Thesis: Development of a 3D Robotic Arm for Educational Purposes **Languages:** English (Fluent) · German (B1)