

Viktor Shchelochkov

jobs@hloth.dev • hloth.dev • [linkedin.com/in/hloth](https://www.linkedin.com/in/hloth)



SUMMARY

I'm a Senior Full Stack developer oriented at JavaScript/TypeScript and Svelte. I'm passionate about creating web apps: I develop frontend, backend, hybrid multi-platform applications, PWA that can be deployed in any environment. I have extensive experience in performance-optimized software development and in-depth expertise in frontend architecture. I have a problem-solving mindset and can identify potential issues.

I aim to write scalable services and maintainable code and capable of making complex technical decisions. I always communicate in a professional manner, mentored junior developers, communicate well with colleagues and proficient in organizational and time-management tools. I follow consistent code style and workflow.

PROFESSIONAL EXPERIENCE

Moreof.me, Melbourne, Australia

November 2024

Full stack Developer

- Created a complex web application designed for phones with cross-browser responsive layout
- Designed scalable backend architecture and configured micro-services
- Implemented real-time analytics, notifications system and client-side video compression

Freelance project

2022–2024

Full stack Developer

- Implemented flexible frontend for analytics views based on gigabytes of raw data
- Created a browser extension syncing with backend that can parse large amounts of data in darknet
- Implemented AI to automatically tag and translate content to 23 languages, which improved SEO
- Separated frontend to modules which allowed to deploy different components to multiple replicas

Session-related projects

2024–2025

Outsource contributor

- Contributed many features to the source code and got official thank you letter published from authors
- Created the first bot framework which is now used by 100% of bot developers for the messenger
- Reimplemented official code in another programming language, which resulted in faster queries
- Published an experimental messenger client that runs inside of browser, providing more security
- Published a first native desktop client for the messenger that opens 10 times faster than official

Freelance project

May 2022

Frontend Team Lead Developer

- Implemented flexible frontend components that can be connected to other frontends with payments
- Mentored junior developer on how to write better code, did a lot of code review and communication

Freelance project

January 2022

Backend Developer

- Created an automatic photo recognition system for filtering duplicate profiles and blacklisted topics
- Created an inline bot for admins and deployed it across 30+ resources which made it significantly easier to moderate content and posting queues

Joom, Designers team

November 2021

Developer on contract

- Created a tool that made it much easier for Joom's designers to create cross-platform UI design

PROJECTS & EXTRACURRICULAR

ONS Registry

January 2024

- Open and free Session messenger's blockchain ONS records registry for effortless browsing of the registered usernames
- Reverse-engineered Session cryptography based on source code, artifacts and tests
- Implemented offline service worker with local database and automatic cache updates
- Deployed my own SMTP mail server and automatic payment receipts sending to Session messenger
- Integrated payments gateway to sell usernames which are automatically registered in the blockchain using pre-deposited Monero wallets

Session.js

July 2024

- Created a first bot framework for the Session messenger oriented at developer experience and modular parts
- Wrote extensive documentation with code examples and created adapters for any environment where it can run
- Continuously supporting it and received a ton of positive feedback from other developers using it

Bunsogs

May 2024

- Reverse-engineered existing implementation and reworked it from scratch on another programming language because of platform issues of the official one. My resulting project now works on all modern operating systems without hundreds of dependencies, in contrast to the official server implementation
- Added plugins support for other developers to extend capabilities of the project, which convinced several major public channels administrators to replace official implementation with mine
- Solved all issues that are still present in the official implementation, such as spam and bots

Batumi.bike

June 2024

- Created an interactive online map of safe roads for scooters in the city I live in, which was published and noted in the most popular local online announcements channel

SIPacker

September 2021

- Created a tool for editing game scenarios for a popular game because official client only supported windows and runs on system. My version runs much faster, has intuitive design and runs everywhere
- Received countless positive feedback from users who switched from official client to my tool. Author of the official implementation noted my work and published it as announcement too. This is one of the most popular projects on my GitHub having 28 stars as of 2025

OGE Generator

September 2021

- Created an online tutor website for students preparing for a national school exam on informatics subject. Studied official exam requirements for every problem and made a generator for them
- My project helped many school students (myself included) and was recognized and used by my school in other classes. Later it was noted by a person who published tests with manually created problems
- Unlike written testing examples that were published for preparation to the exam, my website had an online programming code compiler, which instantly tested your solution to the task, which requires student to write code. It generates all conditions and tests randomly too.

Leadership experience

- I was leading UI designers and developers' team at the 2020 Regional IT Hackathon with the team from students at my school. I was mentoring them on how to build a great-looking prototype for a given idea in just four days.
- I was a Frontend Team Lead while working on a B2B platform freelance project and was mentoring junior developers about frontend architecture (such as FSD) and best code practices
- While working on another project, I was mostly doing code reviews of a learning junior developer

SKILLS

Programming languages: Best at JavaScript, TypeScript. Have experience in C#, C++, Swift, Go, Python, Java

Computer software/ frameworks: Vite, Svelte, SvelteKit, React, Next.js, Git, Docker, PostgreSQL, MongoDB

Languages: English (advanced), Russian (native)

EDUCATION

Lyceum of Information Technologies, Samara, Russia **2021**

Basic General School Education

School 16, Samara, Russia **2023**

High School Diploma

PROFESSIONAL EVENT PARTICIPATION & HONORS

Samara Regional Center for Talented Kids – “Potential” competition **December 2021**

- Presented SIPacker project and explained potential pitfalls of creating native apps for mass use. Won second place in the “Informatics. System programming and information technologies” section in regional competition.

ITMO St. Petersburg University – X Congress of Young Scientists **April 2021**

- Gave a talk about OGE Generator project and issues in the national informatics exam in the school projects section. Explained what important role opensource plays in modern software development. Received an official thank you letter.

Digital Education Center “IT Cube” – “Clever” IT Hackathon **November 2020**

- The regional IT hackathon was organized for school students who needed to develop an idea and app prototype for one of 5 presented topics in just four days. I’ve designed the app, intuitive UI and developed a web application. We won gold medal for first place among hundreds of other contestants.

ITMO St. Petersburg University – IX Congress of Young Scientists **April 2020**

- Presented Py3Exec project – a website for young school students to learn how to code python on practice by solving problems and submitting their code for automatic testing. Awarded with an official certificate for participation in the school projects section.

ITMO St. Petersburg University – Open Code conference **April 2019**

- Presented my free educational course on how to create mobile videogames for Android platform using Unity. Awarded with a diploma for “the best creative solution” in the “application programming” section.

MEDIA REPRESENTATIONS

DrugoiGorod.ru: “Vitya Indigo – a 10-year-old boy makes cartoons and websites” **May 2016**

<http://web.archive.org/web/20170312123940/http://drugoigorod.ru/vitya-indigo/>

- “Viktor Shchelochkov is 10 years old; he studies at the Lyceum of Information Technologies. But the boy has known everything that is taught there for a long time. A couple of years ago, he studied Pascal on his own, and now he makes music videos and websites with his parents.”
- “– This is my fourth website. I started the computer, changed the template, added text, activated modules, renamed some of them... There's nothing particularly interesting in the lyceum lessons, we're still just learning Scratch. I know all of this already. We will only be studying programming languages from the fifth grade...”