Artem Kochney





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Work

Peloton

Senior Software Engineer 2021 — present

• Work on Peloton's ecommerce platform

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Software Engineer III 2018 — 2021

• Worked on 2U's next generation learning platform

Flywheel Sports

Principal Software Engineer 2018 — 2018

Full-Stack Software Engineer 2015 — 2018

- Lead build and launch of Flywheel's flagship web application in React, serving millions of unique users in the past year; as the key advocate for React, led proof of concept development and internal training.
- Responsible for ongoing app improvements, including new features and optimizations in line with evolving best practices.
- Collaborated across teams to develop a library of UI components and living styleguide (react-storybook), enabling rapid pixel-perfect implementation.
- Developed and deployed a maintainable React micro-site to devices across all 43 Flywheel Studios, allowing customers to self-service check in to classes.
- Created a Chromecast receiver application, allowing customers to stream Flywheel's video library from their Android devices.

Next Jump

Lead Software Engineer 2014 — 2015

Software Engineer II 2012 — 2014

Software Engineer 2011 — 2012

- Led full-stack development on custom web storefronts for external merchant partners
- Normalized disparate data feeds from external sources for use in internal eCommerce platforms
- Rebuilt shopping cart platform to support multiple merchant partners with different backends
- Integrated new partner APIs and led development on a platform to sell an expanded inventory from multiple merchant partners
- Developed mobile optimized experiences for merchant storefronts and checkout flows
- Designed and implemented a platform for managing and awarding discounts to customers

Skills

Languages

Javascript, Typescript, HTML, CSS, Sass, PHP, Go, SQL, Python, C#

Technologies

git, React, Redux, webpack, babel, Docker, Mobx, Immutable.js, Node.js, Express, Hydra, Drupal

Education