Dmitry Leshchev

Frontend Engineer · 6 years · 4 years of WebRTC

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About

Moscow-based frontend engineer with six years of commercial experience, four of them in WebRTC video conferencing. I work where the interface meets the media layer: connection stability, video quality, video grid performance and telemetry. Comfortable with CI/CD and Kubernetes.

Experience

MTS Link · Media Core team — `Jul 2024 – present`

Client WebRTC library. One of its two core developers.

- Cut reconnection time after a network drop from 30 to 6 seconds.
- Fixed the “black screen” bug — a race condition during renegotiation — and a connection leak; a top recurring Sentry error is gone.
- Added a second connection mode — MCU (Vinteo) alongside SFU.
- Video quality presets are now delivered from the backend, with no frontend release needed.
- Batched telemetry through a single shared instance.
- Engineering groundwork: linting and git hooks, unified error handling, ~110 tests, integration docs.

Tanto Solutions — `Mar 2022 – Jul 2024`

VKS.FSO — a video conferencing web client on top of the Vinteo MCU, built from scratch and shipped to production.

- VKS.FSO: screen sharing, recording, layouts, simultaneous interpretation over separate audio channels, moderator role, chat, PIN entry; FSD + RTK architecture.
- A learning platform built with Angular and RxJS.
- System-112 for emergency services: Angular, maps, WebSocket.
- Admin panels in React.

WhiteHack — `Nov 2020 – Feb 2022`

The web interface for AdminBox, a hardware vulnerability scanner, built from scratch.

- Dashboard, incident views and a network map on Canvas.
- GOST “Kuznyechik” encryption running in a Web Worker.
- Migrated the project to TypeScript and FSD.

Own development platform

A platform designed from the start for Claude Code agents: WHEN/THEN requirements, 11 agent roles, automated checks, batched releases. Proxmox, Kubernetes (Talos), GitOps (Flux), SSO, GitLab CI. 5 client products built on it: 3,600+ commits, 950+ merge requests, 4,800+ tests (as of 14 November 2026).

3D painting gallery · Hostel websites and booking · Rewards programme for interior designers · Platform for installers and dealers · Flooring catalogue

Skills

Core	TypeScript, JavaScript, React, HTML, CSS, SCSS
Frameworks	Angular, RxJS, Svelte, Node.js
State and data	Redux Toolkit, Effector, MobX, Zustand, TanStack Query, React Hook Form, Zod
Media and real-time	WebRTC, Web Audio API, WebSocket, SignalR, SIP, HLS
Architecture and UI	FSD, Atomic Design, BEM, MUI, PrimeNG, i18next, Figma
Quality	Jest, Vitest, ESLint, Biome, Sentry
Build and infrastructure	Webpack, Vite, Monorepos, GitLab CI/CD, Docker, Kubernetes, Nginx, Linux
AI	Claude Code, Spec-Driven Development
Languages	Russian — native · English — B1 (intermediate)