Mike Smahin

Senior Frontend / 3D Engineer

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SUMMARY

Senior Frontend / 3D Engineer with 15+ years building web apps in TypeScript, React and Angular, from frontend architecture to complex UIs at scale. Equally strong in real-time 3D (Three.js, WebGL, WebGPU): built and evolved RedCore Town, a large interactive 3D city with mini-games, and Vimeo Venues' crowd-simulation engine for events of up to 10,000 attendees. Co-founded Eneminds (Redungeon, 1M+ downloads per platform). Open to senior/founding roles, remote or Barcelona hybrid.

TECHNICAL SKILLS

Frontend	TypeScript, JavaScript, React, Angular, Next.js, RxJS, Jest (automated testing)
3D & Graphics	Three.js, WebGL, WebGPU, shaders, GPU simulation, rendering & asset optimization (GLB), Unity, C#
Backend & Infrastructure	Node.js, C#/.NET, PostgreSQL, AWS S3, GitHub, GitLab CI/CD, AI coding tools (Cursor, Claude Code, Codex)

EXPERIENCE

Senior Frontend / 3D Engineer | RedCore

Oct 2025 – Sep 2026 | Barcelona, Spain · Remote

- Designed and built a standalone Angular app for RedCore Town from scratch. Shipped it as an npm package and integrated it into the main application while keeping independent execution and testing.
- Revived RedCore Town, an existing 3D web app, and got it stable in production. Fixed its bugs and crashes and optimized rendering.
- Made 3D scenes load 3x faster by optimizing GLB assets, memory usage and S3-based asset delivery.
- Built RedCore Town 2100, a major new 3D experience with a fully redesigned visual identity and new interactive features.

Senior Frontend / 3D Engineer | Vimeo

Jan 2022 – Sep 2025 | Barcelona, Spain · Remote

- Owned all of the 3D work for Vimeo Venues in a team of 10, covering simulation, rendering, engine architecture and product integration of real-time 3D web experiences built with React, TypeScript and Three.js.
- Built Vimeo Live Events frontend features in React and TypeScript on a large-scale production web platform, focusing on UI performance and contributing to the shared design system / component library.
- Contributed to frontend architecture and improved automated testing and developer workflows across critical product areas, which reduced regressions and allowed more frequent releases.
- Built a GPU/physics crowd-simulation engine for Venues, designed for events of up to 10,000 attendees on regular hardware.
- Mentored other engineers and drove code reviews.

Co-founder & Lead Game Developer | Eneminds

Jan 2015 – Dec 2022 (part-time in 2022) | Kyiv, Ukraine

- Co-founded a profitable mobile game studio and launched **Redungeon**, published by Nitrome. It reached 1M+ downloads on each of iOS and Android and earned ~$500K in revenue. It was an App Store Editors' Choice and is rated 4.6/5 from 1.4K ratings.
- Built everything except design (the team had one designer): game architecture, graphics and rendering, gameplay systems, custom tools, content pipelines and third-party integrations.
- Made the technical decisions from architecture to platform integration, publishing and release. Set up the publishing partnership with Nitrome.

Software Developer | Softinventive Lab

Mar 2008 – Aug 2014 | Ukraine

- Led development of Total Network Monitor in C++, a commercial network-management product, building its network monitoring and alerting functionality.
- Contributed to Total Network Inventory, extending the company’s commercial network-management product line.
- Co-built a new C#/.NET platform, covering application architecture, backend services and a custom SQL-like query engine.

EDUCATION & LANGUAGES

M.Sc. in Computer Science — Zaporizhzhia National Technical University, 2003–2008
Languages: English — Full Professional Proficiency | Ukrainian — Native | Russian — Native