

Artur Paykin

Senior UI Engineer • Developer Advocate • Project Lead

github.com/arturi | linkedin.com/in/artur-paykin-847a0b60
arturpaikin.com | artur@arturpaikin.com

About

Hi, I'm Artur, an experienced UI developer and project lead with a background in open-source, public speaking, UI/UX design, accessibility, project management and developer relations. Led Uppy.io from concept to industry adoption, building a successful team and community. Offline, I enjoy playing analog RPGs, brewing pour-over coffee, recording podcasts, and steering canal boats.



Skills

- > **Frontend:** HTML, CSS, JavaScript/TypeScript, React, Preact, htmx, Svelte
- > **Backend:** Node.js, Express, Deno, Django, Rails, PHP, Docker, CI/CD, Nginx, Caddy
- > **Developer Relations:** Conference & meetup speaking, mentoring, community management, technical documentation
- > **Technical Leadership:** Team and project management, product design, roadmap planning, hiring, cross-functional collaboration, marketing, open-source
- > **Hardware:** Arduino, ESP-8266/32, 12v DC and solar electrics, intermediate soldering skills
- > **Quality Assurance:** Unit, end-to-end (E2E), user experience (UX), and accessibility (ally) testing

Experience

Transloadit (2016–2024) – Project & Team Lead, Senior UI Developer, DevRel

uppy.io | github.com/transloadit/uppy | transloadit.com

Led Uppy.io from an idea to **30K GitHub stars** and **1M monthly downloads**, making it one of the top open-source file uploaders, used by **Coursera**, **Photobox**, **Issuu**, and others.

- > Designed and built the UI and **modular plugin architecture** with accessibility and DX in mind. Conducted regular **accessibility audits** to ensure features were accessible via keyboard and screen readers.
- > Developed a range of plugins to extend uploader and file picker functionality, including webcam support, voice notes, Instagram integration, import from URL, file compression, and more. Applied creative problem-solving™, such as leveraging IndexedDB and Service Workers to **persist selected files and metadata** – ensuring users wouldn't lose progress if they navigated away, closed the tab, or restarted the browser.
- > Developer relations: represented Uppy and Transloadit at **various conferences and meetups**, such as Brooklyn.js, Manhattan.js, Nation JS, and Node PDX.
- > Handled commercial support, providing direct assistance to business customers via Slack and Zoom. Collaborated closely on priority features, ensuring timely delivery, aligned with business customer needs.
- > Contributed to improvements in the admin interface (React) and backend (PHP), and optimized JavaScript bundle size to enhance load times and overall performance.
- > Community engagement: resolved GitHub issues, triaged bugs and feature requests, wrote engaging release blog posts (**featured on HN/Product Hunt, Reddit**), and scaled user support.
- > Played a key role in recruiting and **leading a high-performing team** of developers and designers. **Defined product direction** with realistic goals, planned and prioritized roadmaps for releases from early betas to four majors. Fostered effective collaboration by organizing 1:1s, aligning tasks with each team member's strengths, and ensuring clear communication across the team.
- > Organized team-building **Worms Armageddon** tournaments 🐛 and various company offline events in Europe.

See my contributions here: github.com/transloadit/uppy/commits?author=arturi

Baguette Studio (2012–2017) – Full Stack Engineer and Project Lead

unebaguette.com

Built and led a studio focused on **fast, accessible websites, apps, and online stores**. Partnered with leading designers and developers to deliver high-quality digital products.

- > Led development for clients in culture, fashion, education, and local business – including Polytechnic Museum, Nycomed, Kidzania, Let's Bike It! (urban cycling advocacy), Arsenicum (fashion), Brownfox (type design), Serebro Nabora (type conference), and Local Food Market.
- > Built frontends and full-stack solutions using technologies such as React, jQuery, Django, WordPress, and Shopify, tailoring tech choices to each project needs.
- > Managed **client communication and timelines across multiple concurrent projects**, ensuring high quality and on-time launches.

H-Store (2013–2014) – Chief Content Creator

Launched an Apple-focused tech blog, producing **weekly articles and reviews** that boosted customer interest. Conducted interviews with Mac power users and built a loyal readership through consistent, high-quality content.

Polytechnic Museum (2012–2013) – Frontend Developer

Worked closely with a designer and backend developer to rebuild the museum's website from scratch. Covered news, blog, interactive timelines, photo galleries, and user accounts. Focused on delivering a modern, maintainable, and accessible UI.

LiveJournal.com (2008–2012) – Senior Technical Support

Provided support and community management for the most popular blogging and social media platform among Russian speakers at the time. Triaged bugs, collaborated with iOS engineers on WebView components, and improved platform stability.

Neonika (2006–2007) – Web Designer

Designed and implemented user interfaces for the LiveAlbums social network, focusing on clean, intuitive layouts and smooth user interactions. Contributed to branding and visual style, helping shape the platform's overall look and feel.

Public Speaking

Conferences & Talks

- > [Uppy: Building a File Uploader That Won't Bark at the Mailman](#)
Manhattan.js (New York, USA, 2018)
- > [Building a Robot That Talks To You](#)
Brooklyn.js (New York, USA, 2016)
- > [Divide & Conquer Your House](#)
Queens.js (New York, USA, 2016)
- > The House Is Not On Fire
NodePDX (Portland, USA, 2016)
- > [Tent, Lettuga & Uppy.io](#)
IndieWebCamp Baltimore (Baltimore, USA, 2018)
- > The House Is Not On Fire
NationJS (Washington DC, USA, 2016)

Workshops & Events

- > Mentor at Global Diversity Day
New York City, USA (2018)
- > Web Development for Beginners Crash Course
Moscow, Russia (2015)
- > Apple WWDC Live Commentary
Strelka Institute for Media, Architecture and Design (Moscow, Russia, 2012)

Podcasts

- > I co-hosted and produced [Immigrantcast](#), a popular podcast (**5K listens per episode**) discussing life in different countries, retro-tech, DOS games, mechanical keyboards, boats, and film photography. I built a static website with dark mode, timecode support in the audio player, and a 99 Lighthouse score.