

Diyorbek Sadullaev

Senior Software Engineer

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EDUCATION

Polish-Japanese Academy of Information Technology

Oct. 2020 – Sep. 2024

Bachelor of Science in Computer Science

Warsaw, Poland

- **Overall GPA:** 4.3/5.0
- **Relevant Courses:** Algorithms & Data Structures, Relational Databases, Network Programming

EXPERIENCE

Billz

Jan 2026 – Present

Sr. Frontend Developer (JavaScript/TypeScript, React JS)

- Implemented features for retail management system: authentication/authorization, product creation, bulk uploads.
- Conducted migration-risk assessments and targeted performance investigations/profiling, architecture audits covering authentication, WebView compatibility, state management, and design-system dependencies.
- Developed phased implementation, testing, rollout, and rollback plans for high-risk frontend changes, translating findings into engineering specifications.
- Introduced agentic development workflow for a large React application, combining repository context, automated quality gates, and human review to accelerate audits, migrations, testing, and feature delivery.

Pinterest Inc.

May 2023 – May 2025

Sr. Software Engineer (JavaScript/TypeScript, React JS)

- Added and standardized animation elements of the Gestalt design system.
- Improved UX/accessibility of Pinterest's web app and DX of the Gestalt design system by rehauling Popover and several other key components.
- Added RTL support and resolved a critical bug in the video player of the Pinterest mobile web application.
- Introduced isolated stacking context approach for better overlay component behavior and DX.
- On-call support for internal engineers.

Super Dispatch Inc

Sept. 2019 – Feb. 2023

Sr. Frontend Developer (JavaScript/TypeScript, React JS)

- Optimized WebSocket connections significantly in ReactJS applications using Shared Workers.
- Reduced the crash rate by 30% by fixing the asset loading issue in React JS applications.
- Implemented the frontend of the rating system and carrier verification flow.
- Integrated 3rd-party payment system with optimistic UI patterns to solve synchronization delay issues.

PROJECTS

Canvas Native

- Reimplements the HTML5 Canvas API for Bun/Deno, built on NanoVG, SDL3, and OpenGL.
- Designed a cross-thread architecture with command batching to make the API feel synchronous.

tgui.js

- Deno binding for TGUI, a cross-platform C++ GUI library.
- Used code generation to scale the FFI binding surface.

HTMS

- Small experimental compiler written in C++ that translates SCSS-like markup into HTML.
- Lex (Flex) and Yacc (Bison) based, with a standard lexer, parser, AST, and code generation pipeline.

42.uz Arena

- Co-founded a free problem-solving platform with DSA, SQL, Shell, and React/TS frontend problems.
- Built an in-browser bundler feeding a sandbox iframe that serves files from a virtual filesystem.

Transliterator

- Fully client-side transliterator for Uzbek words. File converter supports all formats of MS Office files.
- 3K monthly active users. Partially open-source project, and the file converter backend is self-hosted.

SKILLS

Languages: JavaScript, TypeScript, C++, Java, C#, HTML5, CSS3, SQL

Frameworks/Libraries/Runtimes: React JS, React Native, SDL, Node.js, Deno, Bun

Tools: Git, Docker, CMake, Linux Command-line