








DMITRY DEMIDOVICH

FRONTEND DEVELOPER



CONTACTS

-  <https://buhogejj.me>
-  <https://github.com/BuHogeJI2>
-  <https://www.linkedin.com/in/d-demidovich>
-  dzmitrydziamidovich@gmail.com
-  +995 557 63 74 38
-  +375 29 601-45-12 (Telegram, Whatsapp, Viber)
-  Tbilisi, Georgia - Minsk, Belarus

OBJECTIVE

I'm Dmitry, a front-end developer with **6+ years** of hands-on experience in building modern, user-centric web applications at different stages of software development life cycle.

I find joy in tackling complex challenges and creating solutions that bring tangible value to people's lives.

My preferred tech stack is: **Next.js** / **TypeScript** / **GraphQL** but I'm open to work with various scope of technologies. Strong communicator with a detail-oriented approach, always learning and pushing the boundaries of frontend development.

SKILLS

Front-end & Mobile

Next.js • React.js • Typescript • Javascript
Apollo GraphQL • GraphQL • Webpack • Vite
Eslint • Prettier • Jest • Vercel • Git • Docker

UI

Shadcn UI • Tailwind CSS • Styled Components
CSS Modules • SCSS • HTML • CSS
Storybook • Figma • Framer Motion

AI Tools

Cursor • Comet • Perplexity • OpenAI

EXPERIENCE

FRONT-END DEVELOPER

04/2021 - present

GP Solutions

Contributed as a frontend developer to a high-traffic booking platform used to search and book complex travel products such as flights, hotels, and package holidays.

Designed and implemented advanced search, filtering, and sorting experiences that help users quickly navigate large inventories across destinations, dates, and price ranges.

Worked closely with backend and travel APIs to power dynamic availability, pricing, and map-based discovery of accommodations and activities, ensuring consistent UX across web properties

3D DESIGNER

04/2017 – 04/2021

3ddcity.com, Minsk

Developed 3d models of cities.

Was responsible for development of 3d cities, wrote scripts on CGA language for auto generation 3d architecture based on mixed inner parameters to fulfill different end cities views.

TECHNICIAN OF THE COMMUNICATION

06/2014 - 07/2018

IP TelCom, Minsk

Working with clients • Identification/fixing technical issues

EDUCATION

MASTER OF TECHNICAL SCIENCE

Belarussian State Academy of
Communication

September 2018 – June 2020

BACHELOR OF TECHNICAL SCIENCE

Belarussian State Academy of
Communication

September 2015 – June 2018

LANGUAGES

ENGLISH (B2) • RUSSIAN (NATIVE)