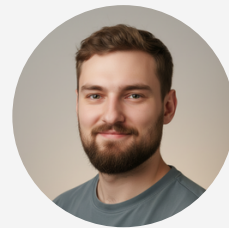









# DZMITRY DZIAMIDOVICH

FRONTEND DEVELOPER



## CONTACTS

-  <https://buhogej.me>
-  <https://github.com/BuHogeJI2>
-  <https://www.linkedin.com/in/d-demidovich>
-  [dzmitrydziamidovich@gmail.com](mailto: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 **5+ 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

## 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 (B1) • RUSSIAN (NATIVE)