

# DANYLO HUMENIUK

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## EDUCATION

Bachelor of Science in Computer Science & Psychology  
University of Victoria, Victoria BC

Sep 2023 - Present

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## TECHNICAL SKILLS

**Programming:** Java, Python, C

**Web Development & Design:** HTML, CSS, JavaScript, Tailwind CSS, React.js, Figma, WebFlow (familiar), UI/UX, Vercel (deployment)

**Operating Systems:** Unix / Linux (Bash), Windows, Mac OS

**Productivity & Collaboration:** MS Office (Word, Excel, PPT, Outlook), Google Suite (Docs, Sheets, Gmail), Zoom

**Tools & Platforms:** Visual Studio / VS Code, Git, GitHub, GitLab

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## PROFESSIONAL EXPERIENCE

Digital Editor & Sales Associate | Artina's Jewellery, Victoria, BC

May 2022 – Present

- Optimized over 200 product images in Photoshop, significantly increasing online engagement and marketing impact
- Managed 500+ Shopify listings and updates to maintain inventory accuracy and support sales operations
- Improved customer experience by adding ring size inputs and gift wrap options using Shopify Liquid, leading to fewer manual order edits

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## PROJECTS

[DanLand](#) | Web Game Project (React.js, Tailwind CSS, Vercel, APIs)

Apr 2025 - Present

- Designed this project to create a fun, map-based Pokémon game that demonstrates my front-end skills, built using React with dynamic API calls and animated navigation which resulted in a playable web experience deployed on Vercel with 100% Lighthouse performance on mobile
- Integrated PokéAPI to fetch and render character data, enhancing gameplay depth and realism
- Used GitHub for team-based version control and deployed continuously with Vercel for fast iteration

[Client Landing Page](#) | Freelance Web Project (React.js, Tailwind CSS, Vercel, UI/UX)

Mar 2025 - Present

- Built a client brand landing page to increase online presence and improve clarity of service offerings, used React and Tailwind for fast development and design consistency which resulted in a clean, mobile-optimized site and positive client feedback
- Implemented reusable components and client-requested features, improving iteration time and maintainability
- Focused on accessibility and responsiveness, ensuring functionality across all major devices and screen sizes

[VikeEats](#) | Campus Web Project (React.js, Tailwind CSS, UI/UX)

Feb 2025 - Present

- Developed to address the lack of dietary filtering in UVic's cafeteria system, built frontend with React and Tailwind in a team environment and improved accessibility of meal options and received positive usability testing feedback
- Designed and implemented a responsive contact page with clean UI and semantic HTML for better screen reader support
- Collaborated using GitHub and Agile practices to manage tasks, review code, and deliver features on time

[Web Portfolio](#) | Personal Web Project (React.js, Tailwind CSS, Figma, UI/UX)

Jan 2025 - Mar 2025

- Developed to address the lack of dietary filtering in UVic's cafeteria system; built frontend with React and Tailwind in a team environment; improved accessibility of meal options and received positive usability testing feedback
- Designed and implemented a responsive contact page with clean UI and semantic HTML for better screen reader support
- Collaborated using GitHub and Agile practices to manage tasks, review code, and deliver features on time

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## VOLUNTEER EXPERIENCE

Secretary | Ukrainian Club, University of Victoria

Sep 2023 - Present

- Led a toy drive, cultural language event, and \$800 fundraising dinner to support displaced Ukrainians
- Recorded and distributed meeting minutes across 20+ sessions to keep 10+ members aligned and informed