






Denis Stobert

Front-End Developer

-  [Portfolio](#)
-  den.stobert1@gmail.com
-  Atlanta, GA
-  [Linkedin](#)
-  [GitHub](#)

EDUCATION

Gwinnett Technical College – Master's Degree
Computer Science
Atlanta, GA

SKILLS

- HTML
- CSS
- Javascript
- React.js
- Bootstrap
- Adobe Creative Cloud
- 2D and 3D graphics
- PHP
- User Accessibility
- Visual Basic
- GitHub proficiency
- Responsive Design
- C# and C++ proficiency

Computer Skills

- Adobe After Effects
- Adobe Photoshop
- 3D Studio Max
- Logic Pro
- Adobe Premiere
- CorelDRAW
- Adobe Illustrator

Languages

English | Fluent
Romanian | Native
Russian | Native

ABOUT

I am a skilled front-end developer with a passion for creating visually appealing and user-friendly websites. With a strong foundation in HTML, CSS, and JavaScript, I excel at translating designs into functional and responsive web interfaces. My experience in e-commerce website development, coupled with my expertise in using PHP for server-side scripting, enables me to build dynamic and interactive web applications.

EXPERIENCE

Front-End Developer

Atlanta

Unum, 03/2022 – 07/2023,

- Optimized website performance, resulting in a 20% reduction in page load times and improved SEO rankings.
- Designed and implemented a work ticketing system, streamlining project management and improving team efficiency.
- Conducted A/B testing and user research to guide HTML, CSS design decisions, increasing user engagement by 15%.

PROJECTS

[ChocoCharm](#) – e-Commerce Website

Atlanta, GA

- Created this website from scratch, using the basic programming languages such as HTML, CSS, Javascript, React.js.
- Maintaining and troubleshooting the website through an admin panel I built.
- Dynamic product catalog was implemented, as well as a shopping cart, secure payment gateway and a fully responsible website.

[EternalNexus](#) – Multi-Player Game

Atlanta, GA

- Conceptualized and developed "Eternal Nexus," a multi-player strategy game, from initial idea to current development stage.
- Programmed game logic and functionality using C#, ensuring smooth gameplay and user interaction.
- Utilized Unity to optimize game performance across various platforms and devices.
- Created and integrated 2D/3D assets and animations to bring the game world and characters to life.

More Projects in my Portfolio!