

#### **REACH ME AT**

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#### **HARD SKILLS**

- JavaScript, TypeScript, HTML/CSS, WebGI
- PIXIJS, PHASER 3, BABYLONJS, ThreeJS, ReactJS, Redux
- Construct 2, Unity
- npm, webpack, Git, JSON, XML
- Photoshop, Figma

### **SKILLS**

Easy to learn, Team worker, Open for new technologies

# **Oleh Hora**

# Front-end developmer

#### **ABOUT ME:**

Looking for interesting projects and difficult tasks. Always open for new technologies and opportunities to improve my skills.

## **WORK EXPERIENCE**

2021 - now

**EVOPLAY - FRONT-END DEVEELOPER** 

Work on big game for social medias Technology stack : PIXI.JS, Redux, React, TweenJs, Gulp Usual tasks

- · Create new modules.
- · Refactor code.
- Implement new technologies to project.
- Create React.js-based middleware for Uniti game project.
- · Support and bug fixes on project.

2020 - 2021

#### **EJAW - JAVASCRIPT GAME DEVEELOPER**

Create different HTML5 games from scratch as outsource developer Technology stack: PIXI.JS, Phaser, ThreeJs, BabylonJs, Typescript Usual tasks

- · Create 3d playable ads.
- · Create slot games.
- · Create slot-based arcade games.

2019 - 2020

#### **QPLAZE - JAVASCRIPT GAME DEVEELOPER**

Work on small arcade HTML5 games Technology stack : ES5, Construct 2, different Tween libraries Usual tasks

- Fixing bugs for customers
- · Port games for new platforms
- Development for mobile devices.

#### **EDUCATION**

2016-2021 NTUU KPI

MASTER OF AUTOMATED AND COMPUTER-INTEGRATED SYSTEMS

Childhood - 2016

SCHOOL WITH DEEP LEARNING OF FOREIGN LANGUAGES

IX DUBS