

Yevhenii Yermolenko

Frontend developer

Personal information

Niepołomice, Poland - 24 years

Bachelor's degree in higher education

Contacts

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personal website

yevhenii.uixer@gmail.com

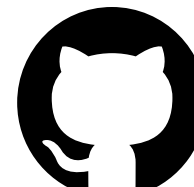
preferred method of communication

+48 732-914-748

Portfolio



[Yevhenii Yermolenko](#)



[_uixer_](#)

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Work experience

4 years

Ambitious and quality oriented, what I do, **frontend developer with 4 years of experience** in development and **1.5 years of experience in UI/UX design**.

Started my way in IT with website and application design. Was engaged in the development of brandbooks and personal style for companies. Created UI kits and prototypes for interfaces.

I got into frontend with **Vue** and I'm developing on **React**. **Specializing in React, TypeScript** and modern **JavaScript (ES6+)**, I turn complex requirements into elegant, **user-centric solutions** that add **business value**.

2019-2022

◆ **Donetsk National University**
Bachelor's degree

Specialty
Informatics and computer science

2015-2019

◆ **Donetsk Polytechnic College**
Secondary technical education

Specialty
Computer Systems Programming

2013-2015

◆ **Donetsk Multidisciplinary Lyceum No. 124**
Secondary school

2007-2013

◆ **MOE "School No. 63 of Donetsk city"**
Primary school

Languages and technologies

React	TypeScript	JavaScript	Vue 3	NextJS	Vite	Vitest	TailwindCSS
Angular (basic)	React Router	Redux	Vue Router	Vuex	SCSS	LESS	
GIT	NPM	HTML5	Axios	JQuery	AJAX	PrimeVue	PrimeReact
BEM							
Redux	Vuesax v.3-4	Bootstrap	CSS3	Adaptive	DRY	SOLID	

Additional knowledge

Node.js	SequelizeORM	C++	C#	Python	Knowledge of OOP principles
MySQL	PostgreSQL	Laravel	Semantic layout	Experience with hosting	
Understanding how the network works	Understanding relational databases				
Figma	InVision	Adobe pack. (Photoshop, Illustrator, Premier Pro, After Effects)			

Language skills

Ukrainian

Native

English

Understanding of technical documentation and speaking

Polish

Writing and speaking at a conversational level

Russian

Native

Technologies and skills

Git

Creating icons and UI kits

Prototyping

Research

HTML, CSS, JS

+ SCSS, TailwindCSS

Certificates

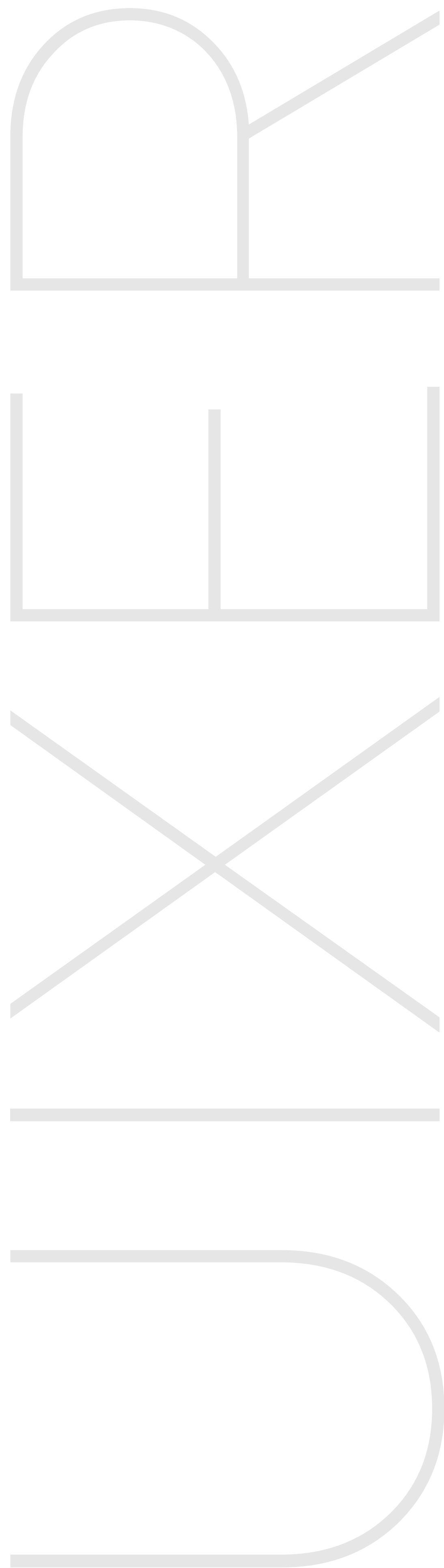
◆ React Course view the certificate	◆ Angular 11 Essential view the certificate	◆ Figma. Online store design view the certificate
◆ UI/UX Design Essential view the certificate	◆ UI/UX Design Starter view the certificate	◆ UI/UX Mobile App Design view the certificate
CISCO certificates		
◆ Partner: PCAP - Programming Essentials in Python	◆ CCNAv7: Switching, Routing, and Wireless Essentials	◆ Cybersecurity Essentials
		◆ Introduction to IoT

Last places of work

<div>KMV Tour Ltd.</div> <div>Position: Frontend developer</div> <div>Work time: 07.2023 - 11.2023</div> <div>Website: https://kmv-tur.org/</div>	<p>Created an interface for a travel company's CRM system in Vue 3. Used bootstrap for styles and adaptive design.</p> <p>Structured work around Agile methodology and task tracking in Jira. Used GIT to collaborate on code.</p> <p>Worked in a team with 3 frontend developers and several backend developers. Worked with API methods from FastAPI.</p>
<div>DKT Ltd.</div> <div>Position: Technical Support Engineer / Web Developer</div> <div>Work time: 02.2022 - 07.2022</div> <div>Website: https://dkt.ltd/</div>	<p><u>Developed a new design</u> for the company's website in Figma, and then developed a website based on this design using Vue 3 with data loading from the database via the company's API.</p> <p>Configured routers on the company and client side. Handled customer calls, remotely configured user devices and consulted on technical issues.</p> <p>Handled configuration of user devices such as routers, modems, personal computers.</p>
<div>ITD company</div> <div>Position: UI/UX designer</div> <div>Work time: 07.2021 - 02.2022</div> <div>Website: https://itd.company/</div>	<p>I've been designing websites. I created website layouts using a mobile-first approach. I created UI-kits, developed prototypes and sketches of design solutions.</p> <p>Designed a <u>website for a tobacco factory</u> that was presented at the <u>WT Middle East exhibition in Dubai, UAE</u>.</p> <p>I created logos and corporate styles for companies. Created brand book. Redesigned existing websites.</p> <p>Prepared advertising materials for a startup in the form of advertising banners and videos in Adobe Premier Pro.</p>
<div>Freelance</div> <div>Position: Web-developer</div> <div>Work time: 03.2019 - 07.2021</div>	<p>Engaged in the creation of turnkey websites from design to publication on the Internet. Worked in a team with other developers in the development of the site.</p> <p>Also engaged in custom website development. Created packaging designs and logo design.</p>

Software ownership

- Figma
- InVision
- Adobe Photoshop
- Adobe Illustrator
- Adobe Premier Pro
Basic level
- Adobe After Effects
Basic level
- Microsoft Office pack.
Word, Excell, Power Point



Last projects

NextWheels

Online store for car rims

Type: Web application

Date: In developing

Sources

- ◆ Design: <https://www.figma.c...>
- ◆ Code: <https://github.com/Ev...>

Currently developing an [online store for selling car disks](#), implementing a full purchase process from product selection to checkout. Building a [user authentication and registration system](#). Creating advanced filtering and sorting options for products.

Defining database entities, designing a schema, and establishing relationships using [Prisma](#) and [PostgreSQL](#). [Developing API methods](#) for data retrieval. Hosting the project on [Vercel](#). Creating essential pages such as the catalog and shopping cart, ensuring a seamless user experience.

Tech stack: [NextJS](#), [React](#), [TypeScript](#), [Redux](#), [React Router](#), [TailwindCSS](#), [PrismaORM](#), [PostgreSQL](#), [Axios](#), [Vite](#). UI/UX is being designed in [Figma](#).

Crypto[IO]

Web game about cryptocurrency mining

Type: Web application

Date: In developing

Sources

- ◆ Design: <https://www.figma.c...>
- ◆ Code: <https://github.com/Ev...>

Currently developing a [multiplayer game](#) where players construct a mining system using a Drag & Drop interface. Implementing an [online store with a shopping cart](#) and order placement, following modern e-commerce standards. Designing a user skill research system to enhance gameplay progression.

Defining database entities, designing a schema, and establishing relationships using [SequelizeORM](#) and PostgreSQL. Developing API methods for data retrieval.

Tech stack: [React](#), [TypeScript](#), [Redux](#), [React Router](#), [TailwindCSS](#), [NodeJS](#), [PostgreSQL \(Sequelize\)](#), [Axios](#), [Vite](#), [Vitest](#), [SCSS](#), [HTML5](#). Using [JWT](#) for authentication. UI/UX is being designed in [Figma](#), with 3D elements integrated via [Spline](#).

Infurtex

Service for UI/UX design testing

Type: Web application

Date: May 2022

Sources

- ◆ Design: <https://www.figma.c...>
- ◆ Code: <https://github.com/Ev...>

Developed a system for [testing design solutions](#). Developed the system layout in Figma with dynamic prototype design. [Created UI-kit](#) for the site components. During development I used UI framework for [Vue](#) - [Vuesax](#).

The system was developed on [Laravel and MySQL+ Vue](#). the server was launched via [OpenServer](#). [Axios](#) was used to get data from the database.

The system was developed using: [Laravel](#), [Vue JS \(Vue Router, Vuex\)](#), [SCSS](#), [Vuesax](#), [Tailwind](#), [MySQL](#).

Upgrade

System for team development of IT projects

Type: Web application

Date: November 2020

Sources

- ◆ Design: <https://www.figma.c...>
- ◆ Code: <https://github.com/Ev...>

I developed a team development system for IT projects. This project was implemented using [PHP](#), [JS](#), [jQuery](#), [Ajax](#), [HTML](#), [SCSS](#).

All user interaction was realised using asynchronous requests (Ajax), which allowed interaction with the system without reloading the page.

The project was implemented [without the use of frameworks](#). All design and functionality was implemented from scratch.

Work was done with sessions, cookies. DB MySQL was used. The project is implemented [in two themes - light and dark](#).

