



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

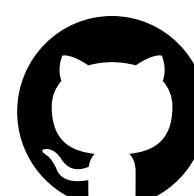
preferred method of communication

+48 732-914-748

Portfolio



[Yevhenii Yermolenko](#)



[_uixer_](#)



[_uixer_](#)

Work experience

4 years

Summary

I'm a frontend developer with 4 years of experience, specializing in **React and TypeScript**. I turn complex requirements into elegant, **user-centric solutions** that add **business value**.

I have a strong background in **UI/UX design (1.5 years)**, which helps me create user-friendly and visually appealing applications.

Created UI kits and prototypes for interfaces. I enjoy solving complex problems, continuously improving my skills, and working in a team environment.

I am not conflictual, but if a conflict arises, I always try to smooth the edges and find a compromise

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

Language skills

Ukrainian

Native

English

Understanding of technical documentation and speaking

Polish

Writing and speaking at a conversational level

Russian

Native

Technologies and skills

Skills and technologies

◆ Frontend

React

Redux, React Router

Vue 3

Vue Router, Vuex, Vuesax

NextJS

JavaScript (ES6+)

TypeScript

Angular (basic)

HTML5

Responsive design

◆ Styling & UI

TailwindCSS

Bootstrap

SCSS

LESS

PrimeVue

PrimeReact

BEM

◆ Backend & Databases

Node.js

SequelizeORM

Laravel

MySQL

PostgreSQL

◆ Testing & Tools

Vite

GIT

Vitest

Axios

Ajax

Webpack

NPM

JQuery

◆ UI/UX & Design

Figma

InVision

Adobe Premier Pro

Adobe Photoshop

Adobe Illustrator

◆ Additional knowledge

DRY

SOLID

C++

C#

Python

Experience with hosting

Knowledge of OOP principles

Git

Creating icons and UI kits

Prototyping

Research

HTML, CSS, JS

+ SCSS, TailwindCSS

Certificates

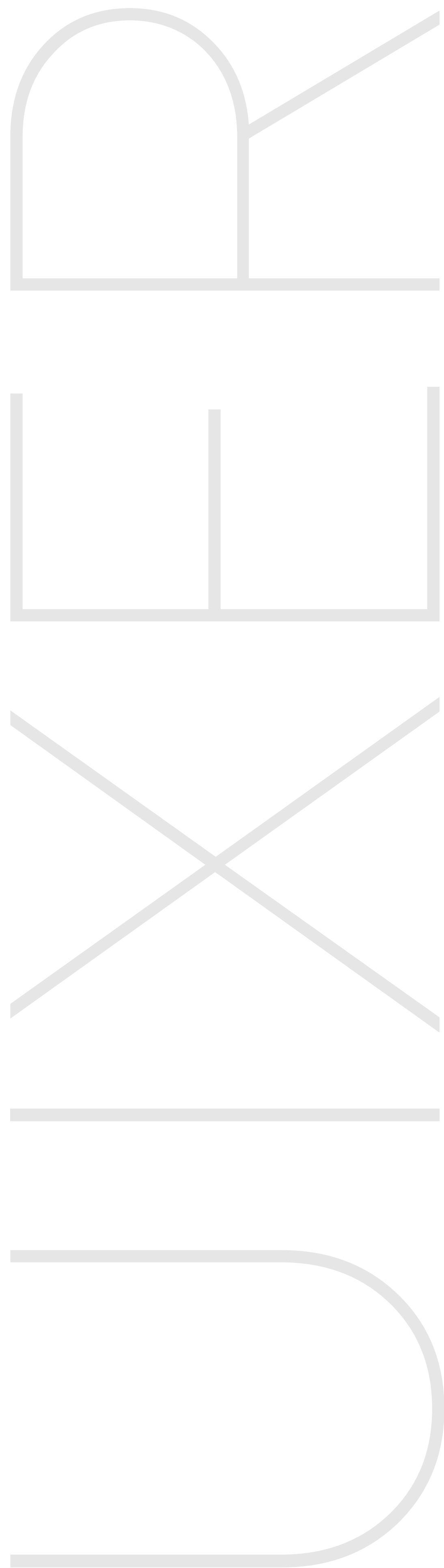
◆ React Course view the certificate	◆ Angular 11 Essential view the certificate	◆ Figma. Online store design view the certificate
◆ UI/UX Design Essential view the certificate	◆ UI/UX Design Starter view the certificate	◆ UI/UX Mobile App Design view the certificate
CISCO certificates		
◆ Partner: PCAP - 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>	<div>Developed an adaptive CRM system for a travel company using Vue 3, Bootstrap.</div> <div>Built a user-friendly interface with an API integration (FastAPI).</div> <div>Worked in a team with 3 frontend developers and several backend developers. Worked in an Agile team, using Jira for task management and Git for version control.</div>
<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>	<div>Developed a new design for the company's website in Figma, and developed a new company website using Vue 3 and integrated it with the company's API.</div> <div>Configured routers on the company and client side. Handled customer calls, remotely configured user devices and consulted on technical issues.</div> <div>Handled configuration of user devices such as routers, modems, personal computers.</div>
<div>ITD company</div> <div>Position: UI/UX designer</div> <div>Work time: 07.2021 - 02.2022</div> <div>Website: https://itd.company/</div>	<div>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.</div> <div>Designed a website for a tobacco factory that was presented at the WT Middle East exhibition in Dubai, UAE.</div> <div>I created logos and corporate styles for companies. Created brand book. Redesigned existing websites.</div> <div>Prepared advertising materials for a startup in the form of advertising banners and videos in Adobe Premier Pro.</div>
<div>Freelance</div> <div>Position: Web-developer</div> <div>Work time: 03.2019 - 07.2021</div>	<div>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.</div> <div>Also engaged in custom website development. Created packaging designs and logo design.</div>

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](#).

