

MIDDLE PRO FRONT-END DEVELOPER AT CLEVEROAD

February 2023 – August 2024 (1 year 6 months)

Achievements:

- Fully optimized the application **for people with disabilities**.
- Improved purchases by 10%** due to the implementation of A/B testing.
- Improved the quality of the application by **implementing unit tests**.
- Developed **advanced filtering** components for ticket sales.

Project:

WWE Wrestlemania Tickets — a platform dedicated to selling WWE tickets, providing fans with an easy and efficient way to purchase tickets for live events. The platform features an intuitive interface for exploring event schedules, selecting seats, and making secure payments. It aims to enhance the ticket-purchasing experience for WE enthusiasts, ensuring a smooth and enjoyable process.

Technologies: TypeScript, Next.js, Tailwind, Apollo GraphQL, Jest

Website: <https://onlocationexp.com/wwe>

MIDDLE FRONT-END DEVELOPER AT LOHIKA

January 2022 – July 2023 (1 year 1 month)

Achievements:

- Integrating Segment analytics, which **increased sales by 10%**.
- Improved user experience due to the **implementation of A/B testing**. Integrating
- Contentful into the app improved **content updating by 2x**. After that, content updating became possible without developer involvement.

Project:

Study-uk — this project serves students from private and public educational institutions, providing a comprehensive resource for educational materials, class schedules, and communication tools. Featuring an intuitive interface, it allows students to access assignments, track academic progress, and connect with teachers and peers. The aim is to enhance the educational experience, ensuring a smooth and engaging learning process for all students.

Technologies: JavaScript, React.js, MUI, REST, Jest, React Testing Library

Website: <https://study-uk.britishcouncil.org/>

JUNIOR FRONT-END DEVELOPER AT SYNCMOBILE

March 2020 – December 2021 (1 year 10 months)

Achievements:

- Developed **functionality for canvas editor** to edit electrical drawings.
- Integrated **real-time drawings changes** with the server and processed using AI.
- Integrating **segment analytics**, which allowed to improve the application.
- Adapted the application for **several languages**, developed a complex filter system, and **improved page loading** through caching and optimization.

Project:

Archello — this project supports engineers in the construction industry by providing a robust platform for managing projects, resources, and collaboration. It includes an intuitive editor for creating and modifying blueprints, tools for project planning, real-time progress tracking, and seamless communication among team members. The platform aims to enhance efficiency and productivity in construction projects, ensuring timely completion and high-quality outcomes.

Technologies: TypeScript, React.js, Chakra UI, PDFTron/Apryse, Apollo GraphQL, Jest

Website: <https://archello.com/>

SUMMARY

Role: Front-End developer with 5 years of experience

Main technologies: JavaScript, TypeScript, React, Next, Redux, Mobx, REST, GraphQL

Project: WWE (B2C), Stude-uk (EdTech), Archello (B2B)

SKILLS

Front-End: JavaScript, TypeScript, HTML, CSS, React, Next.js, Redux, Redux-Thunk, MobX

Libraries: Material UI, Chakra-UI, Bootstrap, Reactstrap, Ant Design, Tailwind CSS, Styled Components, React ChartJs, Lodash, Axios, React-Convva, React-Flow-Renderer, Apollo GraphQL, GSAP, ThreeJS, Framer Motion

Testing: Jest, Enzyme, React Testing Library

Tools: WebStorm, VSCode, Docker, Postman, Jira, Git, GitHub, GitLab, Bitbucket, SonarQube

Agile: Scrum, Kanban/Waterfall

CONTACTS

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LANGUAGES

English: Upper intermediate

Ukrainian: Native speaker

Russian: Fluent

LOCATIONS

📍 **Hungary**, Budapest (current location)

📍 **Ukraine**, Uzhgorod