

# Slava Lavrov

Frontend developer  
Moscow, Russia

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## Technologies and Languages

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Languages	TypeScript, JavaScript, Python, HTML/CSS
Technologies	React.js, Redux (Saga), PWA, SCSS, React Router, Bootstrap

## Work Experience

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<b>Intern</b>	<u>Yandex</u>	Jun 2023 - Current
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- Three-month internship at infrastructure team.

<b>Junior React Developer</b>	<u>Lexicom</u>	Dec 2021 - Sep 2022
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- Transitioned an app from HTTPS requests to WebSockets
- Developed on the web text documents system that has templates, text blocks and autosave features.
- Made text editor 90% more efficient in text insertion, editing and styling by separating CPU-heavy tasks into macrotasks.

<b>Tester-assessor</b>	<u>Yandex</u>	Aug 2021 - Dec 2021
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- Tested browser, mobile applications, web sites API's using web debugging proxy tools to mock and modify applications requests.

## Education

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<b><u>Interfaces Development School</u></b>	<u>Yandex</u>	Jul 2022 - Sep 2022
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We had lectures, seminars, and workshops from Yandex employees who work every day on services with a multi-million audience. After that, we worked on a team project under the guidance of a mentors.

<b><u>The React Bootcamp</u></b>	<u>Scrimba</u>	Feb 2021
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Learned Redux, React Router, Asynchronous requests, Lifecycle Methods, Hooks, Context, HOCs.

<b><u>Web Design and Development Technologies</u></b>	<u>WorldSkills</u>	Oct 2020 - Dec 2020
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Organization of work and management, Web-design, Page layout, Client and server side programming.

## Personal Projects

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<b><u>Minesweeper</u></b>	Feb 2021
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It's a classical game written in JavaScript and React. The objective of the game is to clear a rectangular board containing hidden mines without detonating any of them, with help from clues about the number of neighboring mines in each field.

<b><u>Virtual Piano</u></b>	Jun 2021
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Its feature is in ability to automatically play thousand of melodies using 'pseudo notes'.