Kirill Cherepanov

F u l l   S t a c k   W e b   D e v e l o p e r

Contacts

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🌐 Kirill-Cherepanov.app

Skills

Primary

Javascript, Typescript, React, Node.js, Express, Mongodb, HTML5, CSS3, Sass, Tailwind

Secondary

Python, C++, Webpack, Socket.io/Websockets, Git, Figma, Redux, Docker, Cypress, Markdown, Three.js

Languages

English: B2-C1

Russian: Native

Education

2020-2024
Belarussian State University
Theoretical mechanics and mathematical modeling

2021-2022
Rolling Scopes School
Web development courses

About Me

I'm a software engineer passionate about developing apps of small and large sizes. My main strength is web front-end, especially with React. I build websites with a keen eye on design and overall user experience, as well as future maintainability of the codebase.

Projects

💜 Bloggy   *a Blog/Social media Application*

- Developed a Social media app that is focused on posting.
- Adopted an exceedingly scalable feature-based architecture for the front-end and a simplified "Clean architecture" on the back-end.
- Designed a highly intuitive and responsive user interface that enables most pleasant user experience.
- Set up a secure authentification/authorization process that was enabled by using dual JWT tokens and email verification.
- Added surface-level end-to-end tests with Cypress.
- Deployed the API on fly.io with Docker.

🔗 [Repository](#)   🌐 [Demo](#)

⌗ Tic-tac-toe Multiplayer   *a Multiplayer game*

- Developed a fully responsive web application that is a Singleplayer + Multiplayer + AI game.
- Utilized websockets to enable bi-directional communication between clients and the server.
- Designed a minimalistic yet intuitive opponent search feature.
- Applied the mini-max algorithm to add Artificial Intelligence to keep players entertained even in the absence of other players.

🔗 [Repository](#)   🌐 [Demo](#)

🖼️ Meme generator   *an Image Editor*

- Created a fully responsive web application to edit images, mostly focused on adding text to them, as well as applying basic image filters.
- Used canvas to imprint changes onto a given image on the client side. This made the experience much smoother than alternative web apps, albeit at the expense of accuracy of image generation.
- Bootstrapped the application with an API for popular meme images.
- Designed an eye-pleasing user interface.

🔗 [Repository](#)   🌐 [Demo](#)