Andriy Kotko

Frontend Developer - Contractor

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Experience

From September 2022 to February 2024

Frontend developer - Contractor

HCX, Los Angeles - Remote

- Developed and implemented new features and components using React, enhancing user interface and experience.
- Engaged in debugging and collaborative problem-solving to improve API functionality and achieve app requirements.
- Initiated and maintained continuous collaboration with backend developers for API design discussions, facilitating faster feature implementation.
- Conducted code reviews and component testing to ensure compliance with Jira tasks and project requirements.
- Spearheaded the refactoring of components to align with Figma designs, ensuring high fidelity and consistency.
- Created multiple forms with React forms, JSONForms, and Yup-validation.
- Provided an integrating queries and mutations by Apollo GraphQL API for efficient data handling.
- Designed email layout templates and marketing landing pages using Next.js, meeting strategic business and marketing objectives.
- Ensured quality and reliability of components by implementing Jest unit tests and utilizing Cypress for end-to-end testina.

From August 2023 to January 2024

Frontend Developer - Contractor

Yara International, Singapore - Remote

This position allowed me to blend my technical skills with a strong sense of design, contributing to digital systems that were not only functional but also accessible and visually appealing.

- Refactoring Design Components: I've refactored and improved existing design components, making sure they were effective and up to date.
- Creating New Components: I developed new components to expand our design system's capabilities.
- Code Review and Testing: I reviewed code and tested components across different browsers to ensure quality and reliability.
- Bug Fixing: I provided fixes for any issues, keeping our system running smoothly.
- Working with Designers: I frequently collaborated with the design team, discussing component designs.
- Improving Documentation: For each component, we used Storybook documentation. I've developed a necessary demo and playgrounds for the users to get them to understand how the component works before using it.

December 2021 to July 2022

Frontend developer

Cryptic Labs , Los Angeles - Remote

I am responsible for the development of Landing pages and Web-apps on React from scratch, new layout development on Tailwindcss based on Figma design, and email HTML templates.

- Transferred MaterialUI concept into styled components application
- Migrated the web app from Redux, Redux-toolkit to MobX
- Implemented multi-site (multizone) experience (SSR and SPA) as one web app for developing both websites independently with the same level of control
- Added internationalization in the web app with i18n

From January 2020 to December 2021

Freelance Javascript Developer React.JS & Node.JS

Kotkoa ,Tenerife, Spain

- Frontend with React/Redux
- RESTful API's Node.js and Express
- low-level CSS framework Tailwind

From June 2012 to June 2020

Content creator

Family business at kotkoa.com Ukraine

- Portfolio Development: Dedicated 10 years to creating a diverse portfolio of photos and vector illustrations for microstocks
- Content Management & Optimization: Managed 20 stores, regularly updating content and compiling lists of high-selling keywords for optimization.
- Team Leadership & Sales Analysis: Led a small team of 4 employees, overseeing sales analysis to refine strategies and enhance performance.

2010 to May 2013

Project Manager

Ramotion.com Ukraine

Managing the iOs projects and contributing to the AppStore.

Progect manager

Studio3dlife.com Sevastopol, Ukraine

- Managing of own startup
- Training and coaching employees
- Communicating with customers

From April

From January 2009 to August 2010

Experience

From September 2008 to January 2010 Html-CSS Developer

AllDevelop.com Sevastopol, Ukraine

- Creating HTML markup templates
- Updating and modifying existing CSS code
- Maintainance HTML content daily
- Processing data in a content

From October 2004 to August 2008

3d graphic designer

Svelio, Sevastopol, Ukraine

3D Design & Rendering: Developed interior design projects and architectural renderings using 3ds Max.

Education

From September 1999 to May 2004 From January 2020 to October 2020 Bachalor degree

Technical State Univercity Sevastopol, Ukraine Precision Mechanics Instruments Engineer

♦ Web Developer (student)

Web Learning Internet

Self-taught frontend developer using free open bits of knowledge.

Technical Skills

- Frameworks & Libraries: React, Next.js, Vite, Jotai, Redux
- Testing Tools: Jest, Cypress, Yup-validation
- Design & Development Tools: Figma, Storybook
- CSS & Styling: Styled SCSS, Tailwind CSS, Material-UI,
- Project Management & Version Control: Github, Gitlab, CI/CD practices
- Code Quality Tools: ESLint, Prettier
- Additional Libraries: Apollo GraphQl, React Drag-n-Drop, TV Lightweight Charts, JSON Forms

Languages

English: Upper-Intermediate(B2-C1)

Español: Basic user(A1) **Ukrainian:** (native) **Rus:** (native)