

Marina Kovel

Junior Frontend Developer

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ABOUT ME

As a Junior Frontend Developer and former product owner at an international automobile company, I have experience delivering and launching digital-related tools and projects. I worked closely with crossfunctional teams and stakeholders to ensure projects met customer needs and business requirements. I have conducted business analysis for those projects, which has given me valuable insights into the development process and the ability to communicate effectively with stakeholders. I am eager to apply my skills and knowledge to new opportunities and contribute to the creation of innovative products.

LANGUAGES

English

B2+ (Ifage Geneva certificate, work)

French

C1 (certificate of Geneva University)

German

B1 (Streamline certificate)

SKILLS

JavaScript TypeScript React Redux GraphQL Material UI MVC							
REST API	Vitest	Cypress	SSR	HTML5	S CSS/SA	SS	ode.js (basics)
Webpack	Vite	ESLint	Prettier	Git	Postman	Jira	Figma

EXPERIENCE

Mar 2023 -Jun 2023

REACT DEVELOPER, Rolling Scopes School Education

Diploma Project: GraphiQL (IDE for graphQL requests). ∂

Performed as a Team Lead. Described step-by-step team plan of development divided on sprints, set Vite config, added React Router and Error Boundary, imposed UI with Material UI library, implemented GraphiQL page with Apollo Client. Building a query is available with query body, variables/headers sections and is based on Documentation loaded with Suspense feature. GraphiQL page is a private route, available only for authorized users. SPA is user-oriented: adaptive to screen 320-1920px, bilingual (i18next), has light/dark mode. Cypress is implemented for E2E testing. Team project (3 developers).

React + Typescript, Material UI, i18next, Apollo Client, GraphQL, Redux Toolkit, RTK Query, Vite, Cypress (E2E tests), Team Leadership

SPA Rick and Morty Database

Set Vite config and React Router. Created a project consisting 6 modules (branches):

- 1. created SPA with card list based on class components;
- 2. added form with validation;
- 3. refactored to functional components with hooks and React Hook Form;
- 4. added data fetch from API;

5. implemented Redux Toolkit and RTK Query;

6. moved SPA to the server and enable server-side rendering.

React + Typescript, Redux Toolkit, RTK Query, React Router, React Hook Form, Vite, Vitest (unit tests, integration tests), Cypress (E2E tests), SSR

Sep 2022 – Mar 2023

JAVASCRIPT | FRONT-END DEVELOPER, Rolling Scopes School Education

Diploma Project: Gamified app for Learning MVC architecture pattern.

Initiated brainstorm for creation idea and main concept of the project, described step-by-step gaming logic and plan of development divided on sprints, set webpack config, implemented sounds and stream API with Howler.js library, integrated Coffee machine control with hot keys, implemented visual gaming progress with setting it on Back-end, imposed UI with Material UI library, implemented User authorization with REST API, added cup filling with svg animation, integrated modal windows. Team project (3 developers).

React + Typescript, Material UI, i18next, Howler.js, REST API, Webpack

Async Race: REST API car race game ∅

Set webpack config, implemented current list of the cars, car creation/update/delete with REST API, executed car animation with RequestAnimationFrame, executed car sudden stop with async/await, implemented winners sort with REST API.

TypeScript, Async/await, REST API, RequestAnimationFrame, Webpack, SASS

Ollivanders online store: wand online shop ∂

Split technical requirements into tasks for team members using dashboard Github Project, set the webpack config, implemented list of products with XMLHttpRequest for JSON data, implemented multiple filters and search with different input types, imposed view change of product list with SCSS and flex, implemented User and card validation with RegExp. Team project (2 developers).

TypeScript, SASS, Webpack, MVC pattern, Github project

• Songbird: quiz for recognizing birds by their voices *∂*

Developed UI with principle "Mobile first", implemented Custom audio player with new Audio object, implemented birds gallery with JSON, burger menu, smooth animation with SCSS, implemented check of browser language with navigator.language and switch between languages with set in Local Storage

JavaScript, SASS, principle "Mobile first"

HTML-Builder ∅

Small utility to build a static HTML page. *Node.js*

• Gem Puzzle: classic sliding game ∂

Implemented responsive UI with flex, implemented game field with canvas and prototype, executed saving state of the game with Local Storage, implemented timer with setTimeout.

JavaScript, canvas

Online-zoo: portfolio of online zoo with donates ∅

Implemented UI of Main and Donate pages with Figma design, implemented testimonials carousel with <input type="range">, animals carousel with CSS and change of element's position, implemented amount of donation input with type "number" and onkeypress limitations, implemented frequency of donation with fieldset and <input type="radio">.

JavaScript, Figma

Feb 2014 – Sep 2022

PRODUCT MANAGER & PRODUCT OWNER, SKODA Importer in Belarus

- Initiated, developed in cooperation with IT and Sales department, implemented and supported the local product database for new cars. This tool provided the detailed specifications for each new car on stock.
- Launched Sales Support Tool (the car configurator for the sale process to be used on a tablet), integrated with the SKODA Digital Ecosystem and the local database.
- Cooperated with the Headquarters to apply options for local market and provided dealers network with the localized products as cars with applied specification, and educational dealer portal for sales, marketing and technical service.

2016 – 2022 **DELIVERY MANAGER,** SKODA Importer in Belarus

- Product training localization and supervision for Sales dealer network (launched >5 new car generations; from 2014 to 2021 company car sales increased 2.5 times, market share from 3.3% to 9.33%).
- Helped to improve the functionality of the current web stock cars tool by launching the local application for the car stock integrated with the SKODA platform and "1C", providing each car on stock with unique relevant information, such as:
 - specification of equipment according to VIN number,
 - 14 relevant photos (exterior and interior),
 - QR-code,
 - dealer location with navigation to dealer.

As a result of this launch, the customers were able to select the desired product prior to contacting the sales managers. This tool reduced time of the customer processing and helped to double the number of customers.

- There was a request from the management to update the Commercial offer template to automate the finalisation of the template when created in the system. In cooperation with the sales department as well as with IT and legal services, I developed a system of automatic offer creation from "1C" with the relevant complete data of car and sales manager. The tool allowed the Sales create Commercial offers immediately which reduced customer waiting time.
- Cooperation with international SKODA team on the use of best practices and application of the new digital products relevant to the stakeholders and customer needs (Financial calculator Germany, Online order Australia).

2017 – 2019 **PROJECT MANAGER,** SKODA Importer in Belarus

• Within 6 months, locally launched Website based on specific SKODA platform. It was integrated into local CRM, had several layers and basic corporate standards providing better user experience.

Based on the international SKODA platform, locally launched the following products with integration to the website:

- Feedback forms constructor, including the substantial amount of settable parameters, relevant stock car data, with the option to add an agreement form;
- Dealer locator, including dealers network map with filter by distance/work schedule/services, search by location, with the option to navigate to a dealer;
- Visualizer (light version of car configurator to preview 3D exterior and interior of a model), including settable car specifications, color and wheels;
- Recall actions (a tool for checking the relevant service actions via VIN number) integrated to the manufacturer database, the local database as well as the website;

• Digital Owner's manuals (library of all manuals with search by model/year/VIN number).

2016 – 2022 **BUSINESS ANALYST,** SKODA Importer in Belarus

- Provided technical requirements to the contractor and supervision of the implementation of stock cars on website.
- Launched the very first car online store in Belarus in cooperation with IT department.
- Provided technical requirements and timeline for optimization of SKODA parts application.

Aug 2012 − SPECIALIST → SENIOR SPECIALIST → ACTING HEAD in Marketing Department, Cosmos TV, LLC

- Monitored competitors, provided marketing research (> 150 000 TV and internet customers) and analysis of the subscriptions dynamics. Prepared and ensured implementation of the department budget, according to the stakeholders requirements as Delivery manager.
- Participated in the development of various strategies for implementation of new services, meeting customer needs and increasing the revenue **as Product manager**.
- Supervised advertising campaigns, events (participation in the International telecom exhibition TIBO 2012, game advertising) as **Project manager**.

RELEVANT EDUCATION

Mar 2023 – **React,** Rolling Scopes School Final project: GraphiQL (IDE for graphQL requests).

React + Typescript, Material UI, i18next, Apollo Client, GraphQL, Redux Toolkit, RTK Query, Vite, Cypress (E2E tests), Team Leadership.

Sep 2022 – **JavaScript / Front-End,** Rolling Scopes School Mar 2023

2019 **Project Management,** Business School IPM

OTHER EDUCATION

2006 – 2009 Belarusian State University, Bachelor of Economics
2005 – 2006 University of Geneva, Switzerland, Faculté d'Économie et management
2003 – 2005 The Academy of Public Administration under the aegis of the President of the Republic of Belarus, Public administration and Economics

CERTIFICATES

JS/Front-End $\mathscr O$, React $\mathscr O$, Project Management $\mathscr O$, English $\mathscr O$, French $\mathscr O$, German $\mathscr O$

NON-WORK INITIATIVE

English Speaking Club (from 06/2022 organized for colleagues at SKODA, weekly meeting for 1.5 hour offline and online, Level B1-C1. The main purpose: helping people to overcome the fear of speaking in English. I prepared questions, games, short videos for one topic per meeting. Topic examples: Lifestyle, business environment, small talk, animals, cars, technology, food, time capsule, discover Belarus, etc.)