Maksym Yeromenko
Web Developer, Desktop Application Developer

PERSONAL INFORMATION

Full Name:

Maksym Ihorovych Yeromenko

Address:

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Skills:

Presentation	*****
Communication	*****
Organization	*****
Teamwork	*****

Interests:

- Software development.
- Board games and chess – developing logical thinking.

A responsible and diligent student, currently without formal work experience but with a strong desire to learn and grow in the best interests of the company.

Actively looking for a position in web development to apply and expand my skills. I have experience working with HTML, CSS, SCSS, JavaScript, TypeScript, React (with Vite), and Bootstrap.

I also have many years of experience working with the Microsoft Office suite and possess programming skills in Python, JavaScript, Java, C, C++, VC++, C#, Assembler, Pascal, Basic, and VBasic. In addition, I have experience in web development, database management, and using the Cloudinary platform to manage media content.

I have worked with SQL databases (e.g., MySQL, Microsoft Access) and NoSQL (MongoDB), performing data operations, queries, and optimization.

I actively take courses to improve my programming skills and grow in the IT field. I hold certificates confirming my knowledge.

In addition to Ukrainian, I am fluent in English and have a working knowledge of French.

Looking for a position in a company engaged in web or desktop development. I am ready to take any required qualification courses and, if necessary, go on business trips to other cities or abroad.

Highly motivated to work with full dedication and take responsibility within the scope of my duties.

• Basketball and table tennis – improving teamwork. **Languages:** Ukrainian C2 Russian C2 English B1 French A2	**DEVELOPMENT EXPERIENCE** Desktop Application for a Publishing House: • Developed using C# and SQL. • Integrated a database for managing book records and employee data. Web Application for a Car Dealership: • Built with HTML, CSS, SCSS, JavaScript. • Used Cloudinary to manage images. • Worked with databases via JSON and BSON. City-Building Simulation Game: • Developed using the Unity engine. • Integrated databases for saving player progress. • Used Blender and Photopea to create game assets. **EDUCATION** Planning to continue studies at a university in the field of Computer Science. Kharkiv College of Radio Engineering, Ukraine. Junior bachelor's in software engineering – Graduated with honors. Completed full secondary education in 2023 and 4-year college program, 2025. Kharkiv Secondary School №119, Ukraine. Completed 9th grade, 2021 **ACHIEVEMENTS** Received a 8-semester scholarship for high academic performance. Final projects: Desktop application (C# & SQL), Web application (HTML, SCSS, JavaScript, Cloudinary API, JSON/BSON), 3D city-building game (Unity, C#, Blender, Photopea).

Successfully completed courses at SmartSkills in Web Development, C++, and Python. Certified in all completed courses.

REFERENCES

References available upon request.