Bazaiev Yurii
Frontend Developer

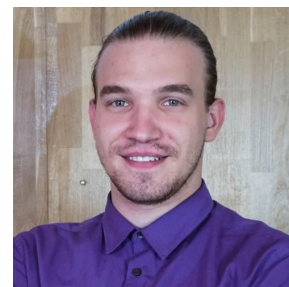|	
Contact Information, links	Snihurivka, Mykolaiv, 57300, Ukraine. Mail: bazaiev.yurii@gmail.com Linkedin: linkedin.com/in/bazaev-yuri Skype: diital_punk Portfolio: oxayaza.github.io
Summary	Frontend developer with 8 years of website development experience and two years of experience as a Unity Game Developer. A good team player who thrives on creating stable working solutions, is deadline-oriented, attentive to details, and can quickly learn new concepts and technologies.
Languages	English Intermediate B1, Ukrainian Native.
Technical skills	**Generic programming:** OOP, SOLID. **Programming Languages:** JavaScript (ES5/ES2015), TypeScript, C#, Python. **Other Languages:** HTML, CSS, Sass, Less, Pug. **Frameworks and Libraries:** React.js, Express.js, Redux, jQuery, Bootstrap. **Build tools:** Webpack, Gulp. **Databases:** MongoDB. **Development tools:** JetBrains IDEs, Figma, Adobe Photoshop, Adobe Illustrator, Unity, Blender.
Soft skills	Time management, communication, flexibility, self-learning, problem-solving, teamwork, creativity, attention to detail.
Work Experience	### Cartified **Unity Game Developer (Jan 2022 – Present)** **Achievements:** ● Developed complex and universal minimap system that includes: the ability to add and manage different map layers; editor extension and UI for rendering map tiles; using Unity's addressable asset system to optimize memory usage. ● Created a game points system. ● Developed a physics-based vehicle flip system. ● Created several visual effects using the Unity particle system. ● Worked with MongoDB. ● Used Discord Game SDK to change the status in Discord. ● Added a lot of interface elements like a popup confirmation window, various checkboxes, range sliders, and dropdowns on the Options screen. ● Improved game performance by code optimization. **Tools & Technologies:** Unity, C#, MongoDB, Unity Addressables, Unity UI, UI Toolkit, Particle System, Coroutines, ObjectPool, JetBrains IDEs, Blender, Figma. **Projects:** War Riders - Post-apocalyptic MMO game based on the blockchain.

	GeeksForLess Inc. **Frontend Developer (Dec 2020 – May 2022)** **Responsibilities:** ● Website development for customers by using React.js and Sass. ● Carrying out quality assurance tests to discover errors and optimize code. ● Work with website design in Figma and Adobe Photoshop. **Tools & Technologies:** React.js, Sass, JavaScript, Strapi, Webpack, JetBrains IDEs, Photoshop, Illustrator, Figma. **Projects:** [Sandals](#) - Resorts Website. --- **TemplateMonster.com** **Frontend Developer/Lead Frontend Developer (Oct 2015 – Nov 2020)** **Responsibilities:** ● Creating websites and website templates by using standard HTML/CSS/JS practices, combined with Pug and Sass preprocessors. ● Updating and improving legacy website templates already on the marketplace. ● JavaScript and jQuery plugins development. ● Carrying out quality assurance tests to discover errors and optimize code. ● Consulting developers on website development. ● Management of a small team of 3-5 people. ● Work with website design in Figma and Adobe Photoshop. **Tools & Technologies:** JavaScript, HTML, CSS, Pug, Sass, Less, Gulp, Node.js, Express.js, jQuery, Bootstrap, Mocha, JetBrains IDEs, Photoshop, Illustrator, Figma. **Projects:** [Intense2](#) - Multipurpose Website Template. [MonsterAdmin](#) - Admin Dashboard Templates. [Tasty](#) - Cafe and Restaurant Website Template.
Education	**Admiral Makarov National University of Shipbuilding** Master of Science (MS), Marine Instrumentation, Precision Mechanics Devices 2010-2016