

Bazaiev Yurii

Frontend Developer



Contact Information	<p>Snihurivka, Mykolaiv, 57300, Ukraine.</p> <p>Mail: bazaiev.yurii@gmail.com</p> <p>Linkedin: linkedin.com/in/bazaiev-yuri</p> <p>Skype: diital_punk</p>
Summary	<p>Frontend developer with 8 years of website development experience and two years of Unity games development experience as a 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.</p>
Languages	<p>English Intermediate B1, Ukrainian Native.</p>
Technical skills	<p>Generic programming: SOLID, OOP, DRY.</p> <p>Programming Languages: JavaScript (ES5/ES2015), C#, Python.</p> <p>Other Languages: HTML, CSS, Sass, Less, Pug.</p> <p>Frameworks and Libraries: React.js, Express.js, jQuery, Bootstrap.</p> <p>Build tools: Webpack, Gulp.</p> <p>Databases: MongoDB.</p> <p>Development tools: JetBrains IDEs, Figma, Adobe Photoshop, Adobe Illustrator, Unity, Blender.</p>
Soft skills	<p>Time management, communication, flexibility, self-learning, problem-solving, teamwork, creativity, attention to detail.</p>
Work Experience	<p>Cartified</p> <p>Unity Game Developer (Jan 2022 – Present)</p> <p>Achievements:</p> <ul style="list-style-type: none">• 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. <p>Tools & Technologies: Unity, C#, MongoDB, Unity Addressables, Unity UI, UI Toolkit, Particle System, Coroutines, ObjectPool, JetBrains IDEs, Blender, Figma.</p> <p>Projects:</p> <p>War Riders - The first MMO game of earning cryptocurrency and blowing up cars.</p>

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, JetBrains IDEs, Photoshop, Illustrator, Figma.

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, jQuery, Bootstrap, Mocha, JetBrains IDEs, Photoshop, Illustrator, Figma.

Projects:

[Intense](#) - Multipurpose Website Template.

[MonsterDashboard](#) - 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