k.moroz.mail@gmail.com

+38(066) 575-18-95

Ukraine, Kyiv

https://www.linkedin.com/in/oksana-moroz/

Oksana Moroz

Front-end (React) developer

I am a junior front-end developer with a focus on web application development. My goal is to actively participate in the creation of innovative and valuable projects, continually learn and enhance my skills in web development and support. I aspire to contribute and make a meaningful impact in implementing best practices to achieve success in web development.

EDUCATION

- **Hillel IT School** https://certificate.ithillel.ua/view/74052002
  Front-end Basic *Completed in April 2023*
  Diploma project https://okmoroz.github.io/HLegal/

- **Hillel IT School** https://certificate.ithillel.ua/view/60575865
  Front-end Pro (React) *Completed in September 2023*
  Diploma project https://github.com/OkMoroz/graduate-work-js-moroz

EXPERIENCE:

- **React developer | Startup**

  August 2023 - ongoing

  Site development using React from scratch. During the process, I actively collaborate with designers (Figma mockups) and other team members to ensure the successful creation of multiple pages and functional modules according to project requirements and goals.

PROJECTS:

- **Portfolio** https://okmoroz.github.io/portfolio/

- **Web Development Projects:** I have worked on both single-page and multi-page websites using HTML, CSS, JavaScript, and React.
  For single-page websites, I focused on creating visually appealing interfaces and employed responsive design techniques to ensure optimal compatibility with various devices and screen sizes.
  In the case of multi-page websites, I used HTML, CSS, SASS, JavaScript, and React to build multiple pages and enhance functionality. I paid close attention to the website's structure and navigation, considering the user experience in line with project requirements. I consistently applied responsive design principles, following a 'mobile-first' approach.

- **Snake game:** I developed a game using React technology to create the frontend of the game, ensure interactivity, and manage the application's state. The game comprises two main pages for users:
  - the first page for logging in and selecting the level of difficulty.
  - the second page with the gaming field and player ratings.

  Snake Game https://github.com/OkMoroz/snake-game

SKILLS

- JavaScript
- React
- HTML/CSS/SASS
- GitHub
- NPM
- Next.js
- TypeScript
- Styled components
- Material UI

STYLING TECHNIQUES:

- Mobile-first/Desktop-first
- CSS Flexbox
- CSS Grid
- Pseudo-classes and pseudo-elements

LANGUAGES:

- Ukrainian (Native)
- English (Pre-Intermediate)