

# Kevin N.

## Software Engineer specialized on JavaScript/Python

### EDUCATION

ITStep Computer Academy

April 2019 – Murch 2020

- Creation of WEB applications using Python

### EXPERIENCE

**Insilico Soft** | Full-Stack developer (Django, ReactJS)

July 2022 - now | Ivano-Frankivsk, Ukraine

- Built user survey service which lets user complete a survey and compiles gathered data in various ways for informative purposes.
- Worked on both back-end and front-end as a solo developer.
- API integration of back-end and front-end using GraphQL.
- Implemented UI with MUI library using pre-made design mockup.
- Integration with Google Sheets for data analysis purposes.

**ITERIX** | REACT FRONTEND DEVELOPER (NodeJS, ReactJS)

2020 - April 2022 | Kyiv, Ukraine

- Worked with CRM-system app.
- Worked on implementation on both backend and frontend sides.
- Built UI with Ant Design Library.
- Worked with authorization page implementation.
- Refactored existing codebase that speed up application's count of renders.

**PROFBIT** | Web-Developer (Django, jQuery, HNML/CSS design)

2019 - 2020 | Kryvyi Rih, Ukraine

- Large e-commerce projects with hundreds of thousands of products and their variants, localization, complex product filtering features, customer support, well-developed consumer analysis tools, and multiple inter-project integrations.
- Implemented new e-commerce features on both the backend and frontend.
- Worked on API integration, both internal (between our own services) and external (for example, worked on the payment method and delivery service integrations).
- Participated in the code reviewing process.



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- Maintained complex codebases, including legacy code refactoring and bug fixing.
- Developed an eCommerce full-stack platform built with full featured shopping cart, product reviews and ratings, user profile with orders, admin product management, checkout process.

## FREELANCE | FRONTEND DEVELOPER (JS, Bootstrap)

2018 - 2019 | Kryvyi Rih, Ukraine

- HTML, CSS, JS development
- Various front-end functionality and animation
- Portfolio (study) project demonstrating the implementation of Django and working with databases, for example, database seeding.

## PROJECTS

August 2019 - September 2020	
<b>Company:</b>	ProfBIT
<b>Projects:</b>	NDA
	2 large e-commerce projects, small side-projects
	<p><b>Description:</b> Large e-commerce projects with hundreds of thousands of products and their variants, localization, complex product filtering features, customer support, well-developed consumer analysis tools, and multiple inter-project integrations.</p> <ul style="list-style-type: none"> <li>• Implemented new e-commerce features on both the backend and frontend.</li> <li>• Worked on API integration, both internal (between our own services) and external (for example, worked on the payment method and delivery service integrations).</li> <li>• Participated in the code reviewing process.</li> <li>• Maintained complex codebases, including legacy code refactoring and bug fixing.</li> </ul>
	<b>Technologies:</b> Python, Django, PostgreSQL, Redis, Elasticsearch, RESTful API, JavaScript, jQuery, HTML+CSS
	<b>Team:</b> ~10 developers, 3 QA engineers
	<b>Role:</b> Full-stack web-developer (with back-end focus)
	<b>Tools:</b> Visual Studio Code
	<b>Environment:</b> Docker, AWS



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## January 2021 - February 2021

<b>Company:</b>	NDA
<b>Projects:</b>	Video game calculator
	<p><b>Description:</b> I love Barotrauma, it is a very atmospheric horror indie game with a vast amount of side activities. One of those activities is crafting. It has a good wiki describing various game items and recipes. But the wiki is often outdated and sometimes doesn't have important bits of information. You are also not always sure what best to do with your resources, since there is a lot of ways to spend them. So I often had to code-dive (this game is partly open-source) to figure out the game mechanics.</p> <p>At some point, I got tired of digging through XML files in search of good recipes and decided to create my own tool to quickly look up profitable ways to spend money and resources. I wrote a Python parser that collects all the relevant data from the game folder and a React app to display this info in various useful ways. I'm quite proud of this project since I did it while learning React and having to figure out how game mechanics work to recreate that in my calculator.</p>
	<b>Technologies:</b> JavaScript, ReactJS, Python (XML parsing), HTML+CSS
	<b>Team:</b> me
	<p><b>Role:</b> Front-end web-developer, data gatherer</p> <p><b>Tools:</b> Visual Studio Code</p> <p><b>Environment:</b> Github Pages</p>

## April 2021

<b>Company:</b>	NDA
<b>Projects:</b>	Video-cropping bot
	<p><b>Description:</b> A lot of Youtube downloader services do not provide the complete set of resolutions when you try to download a video. The reason is that most higher resolutions use adaptive streams instead of progressive and that complicates things somewhat for the downloading party. So a lot of services deal with it by just not dealing with it at all and only allowing you to download in lower resolutions (or without sound/sound only). At first, this project was an attempt to solve that issue while also bringing in the convenience of being a telegram bot.</p> <p>However, it quickly became apparent that @utubebot already implemented that pretty well. That and the fact that I tried to bring in the crop feature which collided with the adaptive streams conversion feature and became resource-intensive. Being resource-intensive was not in my plans at all, since I used free Heroku hours to deploy this project and was fairly limited in that regard. So instead I dialed the whole thing down and now this is a simple service for cropping small portions of youtube videos (I limited it to 1-minute portions).</p>
	<b>Technologies:</b> Python, Flask, TelegramAPI, ffmpeg, Redis
	<b>Team:</b> me
	<p><b>Role:</b> Back-end web-developer</p> <p><b>Tools:</b> Visual Studio Code</p> <p><b>Environment:</b> Heroku</p>



June 2021 - present	
<b>Company:</b>	Feya-bilyzna
<b>Projects:</b>	Online lingerie store
	<p><b>Description:</b> This may still be in the works as I am writing this, but most of the functionality should already be working. This was done in collaboration with my friend as we learned GraphQL and how to work with API in React applications. I provided API and Django admin back-end endpoints as the means to work with the customer orders while my friend wrote the React application that consumes said API. I also wrote parts of it too as this is the first web project for my friend.</p> <p>While we were just a team of two, it was still an interesting experience, as we had to figure out work priorities and our team roles along the way. I got to teach my friend a lot of things about developing a web app while also learning some new things myself. It wasn't the fastest development process because I tried not to rush things too much and we basically built our own web store engine (if a bit simplistic) from scratch.</p>
	<b>Technologies:</b> Python, Django, GraphQL, JavaScript, ReactJS, i18next, Apollo Client, HTML+CSS
	<b>Team:</b> 2 developers
	<b>Role:</b> Full-stack web-developer <b>Tools:</b> Visual Studio Code <b>Environment:</b> Heroku, Github Pages

November 2021 - February 2022	
<b>Company:</b>	Iterix
<b>Projects:</b>	NDA
	Veterinary consultation service
	<p><b>Description:</b> A customer service providing online veterinary consultation. Featured online cabinet management tools with the help of which users could provide various detailed info about their animals.</p> <ul style="list-style-type: none"> <li>• Implemented front-end user experience according to design mockups.</li> <li>• Insured the accordance of already implemented features to the constantly changing design.</li> <li>• Worked on integration with the backend.</li> <li>• Project maintenance, including frontend and backend bugfixes, design inconsistencies elimination, as well as some refactoring.</li> </ul>
	<b>Technologies:</b> ReactJS, Express, Redux, RESTful API, HTML+CSS
	<b>Team:</b> ~4 developers
	<b>Role:</b> Front-end web-developer (did some patches on the back-end too) <b>Tools:</b> Visual Studio Code <b>Environment:</b> None (project was still in development)



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## SKILLS

### Languages:

Python  
JavaScript (ES6+)C#  
PHP  
TypeScript  
HTML/CSS/SASS

### Web-frameworks/Libraries:

Django  
ReactJS / Redux  
ASP.Net  
Flask  
Laravel  
Node.js

### Other

jQuery  
Materialize  
Redux Redis  
Docker  
QA Automation

## LANGUAGES

English - Upper-Intermediate  
Russian/Ukrainian - Native Speaker



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