

Objective

 Landing an entry level position / internship to work as a Front-End Web Developer in a professional setting in order to develop, maintain and design web applications.

Experience

Apr 2020 present Front-End Web Developer

-HTML

-CSS

-JavaScript (ES6+)

-Sass

-styled-components

-Chakra-ui

-React

-Redux / React-Redux

-NextJS

-Git

-React Router

-webpack

-Firebase

Some of my personal projects as showcase:

• GORUN: CODE | DEMO

Run tracker with realtime GPS map display, tracks and records run distance and duration. Built with the help of the **Mapbox** and **geolocation API**. **Redux** for state management and **Firebase** for **server side authentication** and **database**.

• REACTIVE NOTIFICATIONS: CODE | DEMO

A small **CSS, JavaScript**, **React** library that provides on-screen notification modals to React apps by leveraging React's Context API and a custom Provider.

• KINOWIKI: <u>CODE</u> | <u>DEMO</u>

A **single page application** built on top of the **MovieDB API** using **CSS** (**Sass**), **JavaScript**, **React** and **NextJS** as a backend. It lets users search and find movies or actors, lookup similar movies and view an actor's filmography. It uses a combination of SSG, SSR and ISR techniques to create the different pages and components, each client-side fetch call goes through the **useSWR** hook to fetch and cache data for performance optimization.

• E-SHOP DEMO: <u>CODE</u> | <u>DEMO</u>

A **single page** e-shop built on top of the **Fake Store API** using Create **React** App. I made this demo to have hands-on practical experience with React **state management**, **CSS** (**Sass**), **React Router**, using **hooks** and custom hooks, **Context** API, data fetching and consuming an external **API**.

• SPACE SHOOTER: CODE | DEMO

A **CSS** (**Sass**), vanilla **JavaScript** game similar to "Space Invaders'. Made using a **Class** based approach. Leveraging JavaScript's **Web Animations API** for smooth animations and transitions, and the **requestAnimationFrame API** to provide an engine loop for the game.



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Date of birth

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Citizenship

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Portfolio

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Programming Languages

JavaScript ES6+

HTML

CSS

Sass



Frameworks and Tools

React

Redux / React-Redux

Git

NextJS

webpack

Firebase

Chakra-ui

styled-components

React Router

Framer Motion

npm

Babel

PostCSS



Languages

English (Near native)

Russian (Native)

Arabic (Native)

French (Conversational)

Mar 2017 -		Retail Manager
Apr 2020		Auto Continent LLC - Russian Federation
		Started with this company as a project manager (see previous work position), was
		tasked with opening a small chain of auto-parts retail stores. After successfully
		achieving the objective, took on the role of store manager at the main branch.
Aug 2016 -	•	Project Manager
Mar 2017		Auto Continent LLC - Russian Federation
		Tasked with opening and developing a small chain of retail stores.
Jan 2014 -		Inside Sales Representative / Purchaser
Jun 2016		TORK LLC - Russian Federation
Sep 2013 -		Sales Trainee
Dec 2013		TORK LLC - Russian Federation
200 2010		TOTAL LLO - Russiali i ederation
L 0011		Freelence Translator
Jun 2011 - Sep 2011		Freelance Translator
3ep 2011		Al-Mayadeen - Lebanon
Mar 2011 -		Sales Trainee
May 2011		HODICO – Heavy oil distribution company - Lebanon
Jun 2007 -		Administrator
Aug 2009		Ocean Net - Internet Cafe - Lebanon
	S	Education
		Ladoation
2009 -	•	Lebanese International University
2013		Bachelor of Business Administration - BBA in Marketing
		Beirut - Lebanon
2008 -		AMIDEAST Education Abroad
2008		SAT Test Preparation Courses
		Beirut - Lebanon
2007 -		Goethe Institute of Beirut
2007 -		German language courses levels A1-A2 and B1-B2
		German language Courses levels AT-AZ allu DT-DZ

Beirut - Lebanon