

My goal is to get the position of Junior front-end developer. I am interested in developing and opportunity to learn new technologies and improve my skills.

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Professional Skills

- 1 theoretical knowledge
- 2 practical experience
- 3 small projects
- 4 commercial experience
- 5 strong knowledge

HTML



Work Experience

3D Artist at War Thunder

MAY 2016 - JUNE 2017

Making of textures and 3D models of the environment assets (Maya, Photoshop, Substance Painter, 3DCoat)

Technologist of machine with CNC OCT 2011 - JAN 2015



Programming for CNC machine tools. Development of technological operations. Setting up a manufacturing of parts.

Refrigeration equipment technologist APR 2011 - OCT 2011

My duties included: Economic calculation of materials; Ensuring the quality and simplicity of the production of refrigeration equipment.



Education

Self education front end developer

JUL 2016 - NOW

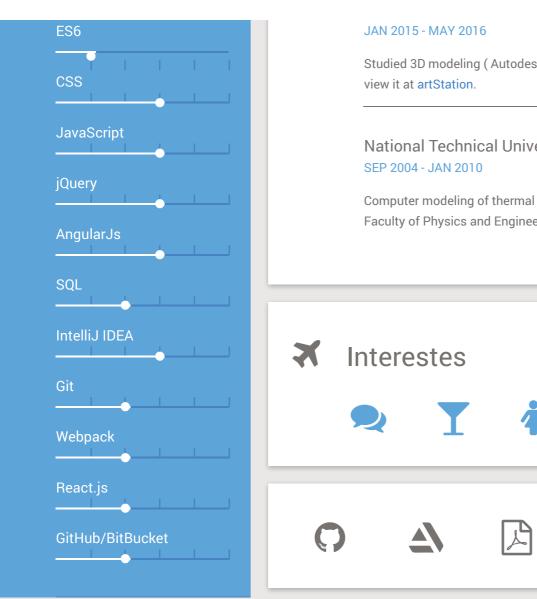
I was trained by an experienced mentor who helped me to learn successfully the web development technologies, such as JavaScript, jQuery, Handlebars, AngularJs, React.js, SVG, HTML, CSS.

I am experienced (more than a year) in the use of the Chrome developer tools. Also can work with Git, I did: commit, push and merge branches and have basic qualifications necessary for Webpack. Experienced in creating a configuration file for combining several js files.

I created Tetris game to get additional skills in OOP and algorithms. I tried to make it with a nice UI. Details and source code on GitHab. Also I was lucky to participate in a small project where I created the front-end part using AngularJs. I was allowed to put part of the frontend to GitHab

To study the library React.js, I made an Worker-app application. For a beautiful view, I used the library of styles React-Bootstrap. The source code for this application is on the GitHab

Self education 3D Artist



Studied 3D modeling (Autodesk Maya, ZBrush, Substance Painter etc.)

National Technical University «KhPI»

Computer modeling of thermal processes of refrigerating machines. Faculty of Physics and Engineering, qualification: engineer-physicist.











