

Sergey Burlaka

Front-end developer



My goal is to get the position of 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 2 3 4 5

- 1 - self education
- 2 - small commercial experience
- 3 - medium commercial experience
- 4 - strong commercial experience
- 5 - deploying projects



Work Experience

Junior javascript developer at VIDAX

APR 2019 - NOW

I participated in the development of an application for setting up electronic equipment. This equipment was used in supermarkets. The front end was developed used **React.js** and **Redux**. I was creating new functionalities for the application, layout and business logic.

Junior javascript developer at TechStack

JAN 2018 - APR 2019

I participated in the development of an application for the restaurant business and resorts. My tasks included: adding new functionalities, as well as repairing bugs. As well as front end and back-end used **javascript**. I gained experience working on the back end of **Node.js**, **Express** and working with the **mongodb** database. On the front-end I got experience with **Angularjs**, **ionic v1**, **cordova**. I had a large amount of layout, as well as the introduction of business logic. (Total experience over a year) I also participated in the development of a web version of the application. It uses **React.js**, **MobX**. For the most part, I was involved in creating components and page layout almost without affecting business logic, and very little engaged in refactoring MobX storage. (Total experience about 3 months)

3D Artist at War Thunder

MAY 2016 - JUNE 2017

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

Technologist of machine with CNC

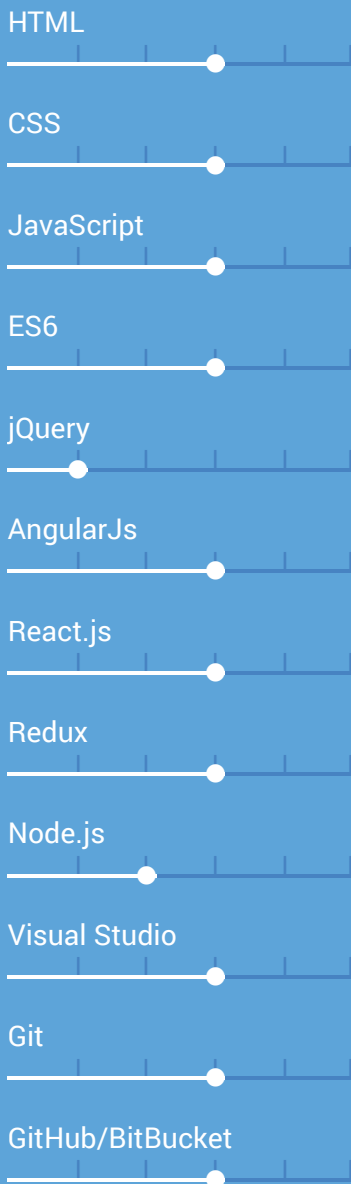
OCT 2011 - JAN 2015

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



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**, **Redux**, **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 [GitHub](#).

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 front-end to [GitHub](#)

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 [GitHub](#)

I have experience in creation of small application **customers-app** using the **React** and **Redux** libraries. During the development of the application I got the experience in dealing with **Routing**, **Middleware** **thunk**, **Redux Devtools**. Please follow the link to see the source code on [GitHub](#).

Self education 3D Artist

JAN 2015 - MAY 2016

Studied 3D modeling (Autodesk Maya, ZBrush, Substance Painter etc.) view it at [artStation](#).

National Technical University «KhPI»

SEP 2004 - JAN 2010

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

✈ Interestes

