

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 - self education

2 - small commercial experience

3 - medium commercial

experience 4 - strong commercial

experience 5 - deploying projects

HTML

CSS

JavaScript

ES6

jQuery

AngularJs

React.js

Redux

Node.js

Visual Studio

Git

GitHub/BitBucket



Work Experience

Javascript developer at GoInteractive

JUNE 2020 - till now

I took part in the development of an application for creating emails. It was a commercial project. The app used user information and generated emails based on templates. In the project, I used React.js and Redux hooks.

Only functional components were used in the application. All the frontend work was done by me, the code review was done by a more experienced React.js developer.

Now I am taking part in the development of the adim panel for React.js. This panel allows you to dynamically change the content of our corporate website.

At the moment I have been developing on **React.js** for over 1.3 years.

Junior javascript developer at VIDAX

APR 2019 - NOW 2019

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 createing 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 Angularis, 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, 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.



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 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

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 GitHab.

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



















