

- 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



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

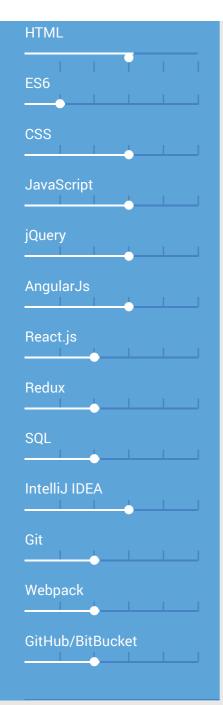
Self education front end developer JUL 2016 - NOW

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, 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 is 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.





















