



Sergio Burlaka

Front-end developer



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

HTML



SVG



CSS



JavaScript



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, 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.

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. He provide me with information of relevant stack of web developments technologies.

Learned JavaScript, jQuery, Handlebars, AngularJs, SVG, HTML, CSS. To get additional skills in OOP and algorithms, I make [Tetris](#) game. 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](#)

Self education 3D Artist

JAN 2015 - MAY 2016

Study 3D modeling (Autodesk Maya, ZBrush, Substance Painter etc.) My works you can look at [artStatin](#).

National Technical University «KhPI»

SEP 2004 - JAN 2010

jQuery



AngularJs



SQL



IntelliJ IDEA



Git



GitHub/BitBucket



Adobe Photoshop



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



Interestes

