

# 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

1 2 3 4 5

- 1 - theoretical knowledge
- 2 - laboratory experience
- 3 - commercial experience
- 4 - strong knowledge
- 5 - expert, team leader

HTML



ES6



## 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. He provide me with information of relevant stack of web developments technologies. Learned **JavaScript, jQuery, Handlebars, AngularJs, SVG, HTML, CSS**. I am familiar and have experience (more than a year) of using the **Chrome developer tools**.

I have experience working with **Git** , I was doing: commit, push and merge branches.

I also have basic knowledge of using **Webpack**. There is an experience of creating a configuration file for combining several js files.

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

CSS



JavaScript



jQuery



AngularJs



SQL



IntelliJ IDEA



Git



Webpack



Node.js



GitHub/BitBucket



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

My works you can look at [artStatin](#).

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

