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 - practical experience
3 - small projects
4 - commercial experience
5 - strong knowledge

HTML

💼 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
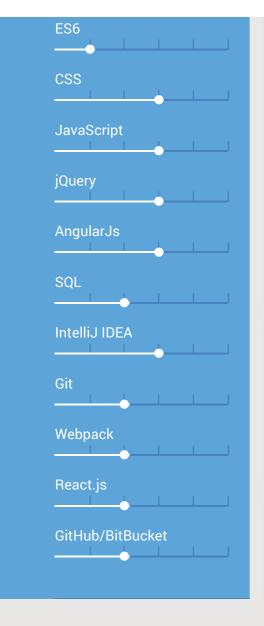**JUL 2016 - NOW**

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 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 front-end 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

Skills

ES6

CSS

JavaScript

jQuery

AngularJs

SQL

IntelliJ IDEA

Git

Webpack

React.js

GitHub/BitBucket

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

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

✈ Interestes