



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 who helped me to learn successfully the web development technologies, such as **JavaScript**, **jQuery**, **Handlebars**, **AngularJs**, **React.js**, **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 [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](#)

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 [GitHub](#)

Self education 3D Artist

ES6



CSS



JavaScript



jQuery



AngularJs



SQL



IntelliJ IDEA



Git



Webpack



React.js



GitHub/BitBucket



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

