Sergey Burlaka
Front-end developer

My goal is to get the position of **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 - self education
2 - small commercial experience
3 - medium commercial experience
4 - strong commercial experience
5 - deploying projects

HTML
CSS
JavaScript
ES6
jQuery
AngularJs
React.js
Redux
Node.js
Visual Studio
Git
GitHub/BitBucket

Work Experience

Javascript developer at GoInteractive
JUNE 2020 - till now

I took part in the development of an application for creating emails. It was a commercial project. The app used user information and generated emails based on templates. In the project, I used **React.js** and **Redux** hooks.
Only functional components were used in the application. All the front-end work was done by me, the code review was done by a more experienced **React.js** developer.
Now I am taking part in the development of the adim panel for **React.js**. This panel allows you to dynamically change the content of our corporate website.

Javascript developer at VIDAX
APR 2019 - NOW 2019

I participated in the development of an application for setting up electronic equipment. This equipment was used in supermarkets. The front end was developed used **React.js** and **Redux**. I was creating new functionalities for the application, layout and business logic.

Junior javascript developer at TechStack
JAN 2018 - APR 2019

I participated in the development of an application for the restaurant business and resorts.
My tasks included: adding new functionalities, as well as repairing bugs. As well as front end and back-end used **javascript**. I gained experience working on the back end of **Node.js** , **Express** and working with the **mongoDb** database.
On the front-end I got experience with **Angularjs, ionic v1** , **cordova** . I had a large amount of layout, as well as the introduction of business logic. (Total experience over a year)
I also participated in the development of a web version of the application. It uses **React.js, MobX**. For the most part, I was involved in creating components and page layout almost without affecting business logic, and very little engaged in refactoring MobX storage.
(Total experience about 3 months)

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.

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 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 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
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.

Interestes