



TARAS SHEVCHUK

FRONT-END
DEVELOPER

CURRICULUM VITAE

PROFILE

I have worked as an operator for five years.

All my life I loved technology and everything connected with it.

Now I want to work as a front end developer, to completely realize myself and to do what I love

I have not got commercial experience, but I have a few own projects

LANGUAGES

Ukrainian

English

Polish

Russian

CONTACT

097-606-4961

tarashevchuk@gmail.com

github.com/ShevchenkoT

EXPERIENCE

PACKAGING MACHINE OPERATOR

KORMOTECH LLC | JAN 2017 - PRESENT

EDUCATION

LVIV NATIONAL UNIVERSITY IVAN FRANKO

NATURAL COLLEGE, COMPUTERS SCIENCE

2013 - 2016

SKILLS

- Programming languages
 - JavaScript
 - TypeScript
 - C++(basics)
 - C
- Technologies and Frameworks
 - Angular
 - HTML
 - CSS
 - SCSS
 - RxJs
- IDE and Tools
 - Visual Studio Code
 - Arduino IDE
 - Git, GitHub

PROJECTS

"GAME CARDS"

master.dat3o25tjw4mk.amplifyapp.com/

- Description: Angular project, all records are written in Firebase Realtime Database. Deployed on hosting AWS amplify.
- Languages: TypeScript,
- Environments: Angular, HTML, SCSS, Firebase, Aws amplify

"THERMOMETER IOT"

github.com/ShevchenkoT/WeatherArduinoIoT

- Description: Using DHT11 and ESP32, I publish temperature and humidity data to AWS using the MQTT protocol. And getting data to Telegram bot using Node JS.
- Languages: C, C++, Java Script
- Environments: Arduino IDE, Aws IOT, Node JS, Telegram
- Project Status: In progress

ONLINE PHONE SHOP "YOURSTORE"

yourstore-01.web.app

- Description: Phones sales site that filters and finds products. This website has a cart and an Administrator's page. Location API is also used to determine geolocation.
- Languages: TypeScript, JavaScript
- Environments: Angular, HTML, SCSS, Firebase, Location API

"SALARY CALCULATOR"

salarycalculator-72940.web.app

- Description: A small site that makes it easier to calculate the salary at my work. Now the site is used by more than 100 users.
- Languages: TypeScript, JavaScript
- Environments: Angular, HTML, SCSS, Firebase