VOLODYMYR MOKHUN
FULL-STACK DEVELOPER

CONTACT

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https://v-mokhun.com, GitHub

Olsztyn, Poland

SKILLS

Programming Languages
JavaScript (ES6+), TypeScript, HTML, CSS, Node.js, SQL

Libraries & Frameworks
React, Next.js, TailwindCSS, Redis, Astro, Playwright, Puppeteer, Prometheus

Tools & Platforms
Git, GitHub Actions, Vim, Docker, Figma, Cursor

EDUCATION

University of Warmia and Mazury in Olsztyn

B.S. in Computer Science

Ongoing,
October 2022 - February 2026

LANGUAGES

English: **C2**

Polish :   **C1**

Ukrainian: **Native**

CERTIFICATES

Cambridge C1 Advanced - Score 202

Genesis & KMA Software Engineering School 5.0

MIT 6.006 Introduction to Algorithms

HOBBIES

Calisthenics, Mixed Martial Arts, Guitar, Running

PROFILE

Software Engineer with 2 years of experience building and deploying full-stack applications. My core philosophy is treating technology as a tool, not a goal, allowing me to focus on creating robust, scalable systems that solve real-world problems.

WORK EXPERIENCE

Full-Stack Developer

PaloAlto Group   August 2024 - Now

- Developed and deployed web apps using Next.js, Express, and Docker, ensuring scalable and efficient backend and frontend solutions.
- Built and maintained web scraping solutions following the ETL (Extract, Transform, Load) model, using Puppeteer to collect and process data.
- Configured and maintained a VPS environment, setting up GitHub Actions for CI/CD to automate deployments

Freelance Front-End Developer

Kwork   September 2021-2022

- Developed, maintained, and shipped production code for client websites primarily using HTML, CSS, Sass, and JavaScript
- Performed quality assurance tests on various sites to ensure cross-browser compatibility and mobile responsiveness
- Collaborated with designers and other developers to ensure thoughtful and consistent user experiences across various screen sizes

PROJECTS

Portfolio

- A personal website using Astro and React, featuring multilingual support (3 languages), dark and light themes, and a regularly updated blog focusing on web development and computer science topics.
- Includes a user-friendly contact form for direct communication
- A visually appealing and responsive design across all devices.

GameHub

- Built with Next.js and TypeScript, GameHub allows users to explore a vast game library, search for titles, and track their progress in a personalized collection.
- Game Data: Fetched from IGDB via a secure proxy
- Authentication: Managed with Clerk for a seamless user experience.
- Friends and Chat functionalities are made possible by using Pusher for real-time communication
- Steam Integration: Import an existing Steam library seamlessly to keep all your games in one place.