

Senior Front End Developer Senior Front End Developer Dnepr (Dnepropetrovsk), Ukraine, US
Work Experience Senior Front End Developer Digital Arrow Technologies August 2014 to December
2018 13 years as a web developer: - interviewing the customer; - writing technical specifications; -
layout coding; - server-side programming; - website launch and its maintenance. Before - the
development of intra-DBMS use Visual FoxPro. Education Bachelor's Skills PHP (9 years),
Javascript (10+ years), CSS (10+ years), HTML (10+ years), MySQL (9 years), Scrum (7 years),
JIRA (7 years), Git (7 years), C# (Less than 1 year), Front End, Front-End, Angular, JQuery, HTML5,
UI Additional Information Professional skills - PHP5 (OOP, design patterns); - MVC-frameworks
(Symphony2, Kohana, Code Igniter); - MySQL5 (including stored functions, triggers, views, query
optimization); - little experience with PostgreSQL; - noSQL (Mongo, Memcached); - JavaScript
(vanilla, jQuery, jQuery UI, Backbone, Marionette, Angular2, VueJS); - CSS (2.1 and 3, CSS for
SVG); - xHTML and HTML5; - XML and SVG; - html coding - adaptive and pixel perfect (including
frameworks - Bootstrap, Kickstart, jQuery Mobile, Ratchet); - install and tune Apache (without
denwer, xampp etc), nGinx, MySQL, PHP; - optimization improving site load time; - application of
inner factors to improve SEO issuance in search engines; - using the API mapping services
(Yandex, Google, Bing, OSM, Leaflet, MapQuest); - using third-party API (Google, Facebook,
Yandex etc.); - small experience with .NET. Additional skills - experience as Team Leader and
Product Owner; - using task trackers (JIRA, Redmine, Bitrix24) and version control systems (hg, git,
svn); - ability to create mobile versions of sites (from old WML to modern under iPhone / Android); -
web-analytics; - experience in the UX-design; - creating databases use Visual FoxPro; - VBA for
MS Word and Excel, use COM MS Word and Excel for data processing by third-party programs; -
3D modelling in Blender (level of good junior); - developing mods for Cities Skylines (C#, Unity); -
creating the missions (in-game scenarios) for ArmA3 (C-family language).

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