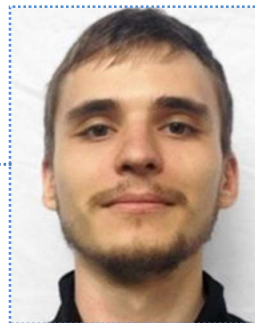


Kirill Shevchenko

WEB DEVELOPER



Web developer with 3 years of internships and practices, 3d designer with 5 years of experience.

Employment history

Web Developer at Freelancer (Internationally)

June 2017 - Present

Freelance practices of Web Development. Html, Css, JavaScript (Jquery), PHP (WordPress), Liquide (Jekyll, GitHub Pages), Google Maps API, cross-browser and mobile site compatibility; LAMP; Linux Debian environment; Sublime/Vim; Gimp;

Content Manager at Web Element, Pyatigorsk (Russia)

February 2017 - June 2017

Adding new content to the sites through company CMS based on Yii2 PHP; Testing sites till giving it to the customer; Site maintenance and client support; Adaptive and responsive basic web development.

Jewelry CAD Designer at Attis, Kislovodsk (Russia)

November 2012 - January 2016

Experience with Unity 3d, models, and basic scripting, customizing plugins for interactive demonstrations. Texture baking, basic rigging + animation, high- and low- poly modeling; NURBS/poly modeling.

Adapting 3d max scene to Unity 3d engine; Scene light setup, Photoshop render post-editing. models for 3d printing; CNC; CNC operator (DeskProto, RhinoCam).

Head Assistant at Rossica CULTURAL CENTER, Yekaterinburg (Russia)

2005 - 2010

Assisting my grandfather publishing office. Participation in journal editing, printer's condition, software exploitation, participation in conclusion and negotiation of decisions and partnerships.

Education

Associate, Ural State University, Yekaterinburg

September 2008-August 2011

Faculty of Philosophy, Anthropology

Courses

Front End Libraries, freeCodeCamp

June 2020-August 2020

JavaScript Algorithms and Data Structures, freeCodeCamp

April 2020-June2020

Responsive Web Design, freeCodeCamp

August 2018-November 2018

Internships

Junior WordPress Developer at Instantpickup

August 2019 - June 2020

Junior Frontend Web Developer at Web-porosya.com

January 2016 - December 2018

Junior Java Developer at Skanatek

January 2016 - March 2016

Contact details:

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Date/Place of birth

22.08.1991

Kislovodsk (Russia)

Nationality

Russian

Links

[my blog](#)

[Facebook](#)

[Stackoverflow](#)

[Twitter](#)

[GitHub](#)

Skills

Php

JavaScript

React

Wordpress

Java

Photoshop

Hobbies

yoga, philosophy, psychology,

3d graphics, sculpting, computer

games

Languages

Russian

English

What am I looking for? Whom do I want to become through 5-10 years?

I see myself as a 3d web developer who is acknowledged with VR technology and working with 3d sound interface for blind people. I liked neurolink-like technologies that make connections between computers and humans' minds but I am looking for a more biological way to resolve this technology without making direct mind hardware. I want to learn C (programming language) as I love 3d programming, so I could connect it with my previous web experience later.

English level:

Upper intermediate

The company I love:

Blizzard

Why?

Life is standing against death, individual will is standing against enthrallment (Thrall is the main chief of Horde, his name means "slave"). All company values are about life and strong will that are coming through refined mythology. The Arthas story is all about the will of a man who lost his way by stepping out of humanistic values.

Do you have experience of business communication and conversations? Conducting large transactions? How many interviews have you had in your life?

My grandfather was a head of a Cultural Center "Rosika" in Yekaterinburg (Russia). So whole my childhood I followed up his work experience in negotiations and business communication including some bigger deals, plus I've got enough experience in psychological negotiation.

I have taken part in over 20+ interviews in my life.

Do you have experience working in a distributed team? Self-organization skills? Tools?

Yes, I got experience working with a distributed team. There are important things about giving clearly goals and details through remote communication. I was working like a freelancer for some time, I've got enough self-motivation tools.

Do you have an understanding of how companies like Blizzard achieve their goals? How are management and process points of view arranged?

Gamification, simplification and solid result. "Blizzard polish" is a term meaning high quality for everyone. Fun is the thing that penetrates every detail. The point is to be the top geek player in life, whatever sphere you are.

What is your worker level according to "Tribal Leadership" Book by Dave Logan and John King

I am the person who loves to go behind the world's end, just as to move beyond the horizon. For me there is no life without breaking the limit.

↑ The above questions were recommended by:

