VLADYSLAV FILENKO

JUNIOR WEB DEVELOPER

I am a punctual and motivated individual who is able to work in a busy environment and produce high standards of work. I have strong technical skills as well as excellent interpersonal skills, enabling me to interact with a wide range of clients. I am eager to be challenged in order to grow and further improve my IT skills.

EXPERIENCE

2019

- XChanger sp. z o.o.
  Intern • Junior Fullstack Developer

  Created User Registration Dashboard. Worked with API integration in Python, written automatically tests. The internship was interrupted due to the fact that the company moved to another country.

EDUCATION

2014-2020

- Vistula University (Akademia Finansów i Biznesu Vistula)
  Computer Science • Internet technology engineering
  Bachelor of Engineering

2003-2014

- Pedagogical gymnasium in Kryvyi Rih (num.24)
  Techical science class

COMPETENCIES

- ability to solve problems creatively
- planning and organizing
- time management
- persistence in achieving results
- perfectionism
- teamwork
- commitment to the tasks performed
- willingness to learn and develop

CONTACT

ADDRESS
ul. ZWM 12/16, 02-786
Warsaw, Poland

PHONE
+48-796-042-285

E-MAIL
cheshireshire@yahoo.com

WEBSITE
linkedin.com/in/vlad-filenko-0997

SKILLS (BASICS)

- **Javascript:**

  Syntax and Basic Constructs, Functions, DOM Manipulation, work with Fetch API/Ajax (XHR), Prototype, Shadow DOM, React.js

- **Python:**

  Syntax, concepts of OOP, work with Django, work with API/JSON, creating messengers with chat-bots, chat-bots for Telegram, web-pages on Django, compliance with the PEP-8 style.

- **Unity3D/C#:**

  Excellent knowledge of Unity, including experience with scripting, textures, animation, GUI styles, and user session management, experience with game physics and particle system, level design.

- **Version Control System:**

  GIT: GitHub, BitBucket.

- **Package managers:**

  npm, yarn.

- **Blender3D:**

  Modeling, Sculpting, Texturing (UV).

- **Photoshop:**

  Layers, transform tools,filters, blending modes, clone stamp. Drawing, creating textures for games (2D Sprites).

- **CSS:**

  Excellent knowledge, Layouts: Floats, Grid, Display, Flex-box, Box Model, Responsive design.

- **HTML:**

  Excellent knowledge, writing semantic web pages, Accessibility, Forms & Validations, SEO.

SKILLS (ADITIONAL)

- I know the architecture of computer systems and the functional properties of computer system and utility software.
- Ordered and developed general theoretical knowledge covering: basics of digital technology, operating systems, computer networks, internet techniques, databases.
- Detailed knowledge of the analysis of algorithms and data structures, object-oriented and event-based programming.
- Basic knowledge of development trends in the field of: graphics and human-computer communication, software engineering, embedded systems, artificial intelligence, distributed computer systems.
- Basic knowledge about the life cycle and use of IT devices (stationary and mobile) as well as the life cycle of IT systems and system, tool and utility (application) software.
- I know the basic methods, techniques and IT tools used in solving simple IT tasks.
- I know the basic methods, techniques and IT tools used in solving simple IT tasks.
- I know and understand the basic concepts and principles of intellectual, professional and copyright protection as well as basic knowledge of the use of patent information resources.
- I know the general basics of law, marketing, management and the principles of creating and developing individual entrepreneurship in the field of IT applications.
- I can plan and carry out computer experiments, computer simulations, interpret the obtained results and draw reasonable conclusions.
- I can cooperate and work in a team (group) in solving problems in the field of IT applications in business and administration, not being afraid to take over managerial functions in this team.

LANGUAGES

- English
- Polish
- Ukrainian
- Russian