

SUMMARY

- Result-oriented, highly motivated JavaScript Developer with 2+ years of developing experience. Proficient in information representation and different media animation and interaction technologies.
- The key area of technical expertise covers JavaScript, JQuery, HTML, CSS, SVG animation.
- Proven ability to keep the balance between experimenting with new libraries and frameworks, and the importance of timely delivery of visually appealing, fully functional media.
- Proven record of success as a JavaScript developer, able to work independently and in a team environment.

Skills:

- Developing: JavaScript, JQuery, HTML, CSS, SVG animation, AmCharts, AJAX, JSON, ExtendScript, Bootstrap, Jekyll.
- Graphic and Animation: Photoshop, Illustrator, InDesign, QuarkXPress, Animate, GIF animation, Google Web Designer.
- Mobile: Cordova.
- Version Control: Git.

WORK EXPERIENCE

Jan 2020 — Jul 2020: JavaScript developer.

Employer: UA-Times News Agency, <https://ua-times.com>

Projects: development of interactive media and infographics.

Team size: 2 Front-end developers, 1 Back-end developer, 2 Editors.

Project role: JavaScript developer.

Tasks performed:

- Developing for displaying different media formats (charts, maps, infographics) and its interaction with users.
- Developing currency chart visualization.
- Developing SVG-map of Ukraine, with timeline animation.
- Implemented charts using AmCharts library.

Environment: WordPress, JavaScript, SVG, AmCharts, jQuery, Photoshop, Illustrator.

2017 — 2019: Interactive Media Designer/Developer.

Employer: Media Group Ukraine, Liferead Media, <http://liferead.media>

Projects: development of different interactive media and games.

Team size: 3 Front-end developers, 1 Back-end developer, 3 Editors.

Project role: JavaScript developer.

Tasks performed:

- Developing various interactive elements for visual representations of the information.
- Developing of HTML5 version (migrated from iPad to HTML5) of e-magazine's game "Spot the difference" and supporting its periodical issues.
- Developing moon phases and magnetic storms weekly calendar with random events that included sound and animation.

Environment: WordPress, JavaScript, jQuery, GIF animation, Photoshop, Illustrator.