YAROSLAV BEREZKA

Frontend Software Engineer (React)

› SUMMARY

Frontend Software Engineer focused on web application development with JavaScript and React. Has hands-on experience building user interfaces, implementing client-side business logic, and integrating frontend applications with REST APIs and real-time communication using WebSocket. Works with modern frontend tooling and follows a structured, detail-oriented approach to implementation.

Experienced in developing React applications using functional components, hooks, and basic state management patterns with Redux, Redux Toolkit, and Zustand. Comfortable working with existing codebases, refactoring components, improving readability, and maintaining predictable data flows. Pays close attention to implementation details and prefers fully understanding complex areas before introducing changes.

Has practical experience gained through personal and team-based projects, including real-time applications, CRUD systems, and UI-driven platforms. Worked on features involving state synchronization, form handling, routing, and reusable UI logic. Able to take ownership of assigned functionality and bring it to a stable, working state.

Demonstrates a responsible and disciplined engineering mindset. Adapts well to feedback from code reviews, gradually improves code quality, and avoids repeating mistakes. Focused on writing clear, maintainable code and contributing reliably to shared project goals.

› COMMUNICATION

Communicates openly and thoughtfully within the team, asking clear and relevant questions when requirements or implementation details are unclear. Prefers to fully understand context and edge cases before making changes, rather than applying superficial fixes. Carefully listens to feedback and follows team recommendations.

Demonstrates a responsible and proactive approach to collaboration. Raises potential risks and concerns early, keeps teammates informed about progress, and aligns work with agreed technical decisions. Values structured communication and a respectful, team-driven working environment.

Comfortable working in an international setup with written documentation and task discussions. Actively improves communication skills through daily practice and real project interaction. Shows strong motivation to grow professionally and adapt to team standards, processes, and expectations.

Has experience collaborating closely with other developers and sharing knowledge in practice, including onboarding a teammate into the functionality he owned and helping others understand technical context and feature behavior.

› TECHNICAL EXPERTISE

◆ **Programming Languages**	JavaScript (ES6+), TypeScript

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Frontend Frameworks & Libraries	React, Redux, Redux Toolkit, Redux Thunk, Redux Form, Reselect, Zustand, React Router, i18n
Forms & Validation	Formik, React Hook Form, Yup, Zod
UI & Styling	HTML5, CSS3, SCSS/SASS, CSS Modules, Styled Components, Material UI, Bootstrap
APIs & Communication	REST API, Axios, WebSocket
Authentication & Integrations	Google OAuth 2.0, Discord API
Graphics & Interactive Content	Phaser 3
Build Tools & Package Management	Webpack, Vite, Create React App, npm, yarn
Testing Tools	Jest, React Testing Library
Code Quality	ESLint, Prettier, Husky
Mocking & Development Utilities	Mock API
Version Control	Git

› SIGNIFICANT PROJECTS

Frontend Software Engineer

REAL-TIME COMPETITION & EVENT PLATFORM

A web-based platform designed to support large-scale online events and real-time competitions. The system enables participant registration, team management, matchmaking, live game sessions, and detailed statistics tracking. Users can create and join lobbies, participate in competitive matches, view rankings and game history, and interact with the platform in real time. The product integrates external services for authentication and communication, and focuses on low-latency updates, consistent state synchronization, and a smooth user experience during live events.

TEAM SIZE:

14

KEY CONTRIBUTIONS:

- Developed frontend functionality for real-time event flows, including lobby management, matchmaking, live game state updates, and participant statistics;

- Integrated Phaser 3 to support interactive game mechanics and synchronize gameplay state with the backend;
- Implemented client-side state management with Redux Toolkit to handle user sessions and competition data;
- Integrated REST APIs and WebSocket communication to ensure timely synchronization of game state and event data;
- Implemented authentication and external integrations using Google OAuth 2.0 and Discord API;
- Built reusable UI components and hooks, contributing to a modular and maintainable frontend architecture;
- Collaborated with backend developers to align API contracts and real-time interaction logic;
- Participated in code reviews and incremental improvements, addressing feedback and improving code quality;
- Supported onboarding of a teammate by documenting owned functionality and explaining feature behavior and data flows.

SKILLS:

TypeScript, React, Redux Toolkit, Vite, WebSocket, Axios, REST API, Phaser 3, Google OAuth 2.0, Discord API, SCSS, i18n

Frontend Software Engineer
VEHICLE FLEET MANAGEMENT PLATFORM

A web application for managing a fleet of vehicles with a focus on operational simplicity and data consistency. The platform allows users to view, create, edit, and remove vehicle records, apply sorting and filtering for efficient navigation, and keep client-side data fully synchronized with the backend. The system emphasizes predictable data flows, reusable logic, and centralized error handling to ensure a stable and maintainable frontend architecture.

TEAM SIZE:

4

KEY CONTRIBUTIONS:

- Implemented full CRUD functionality for vehicle management, including creation, editing, updating, and deletion with backend synchronization;
- Built a reusable HTTP service layer using Axios to centralize API communication and standardize error handling;
- Developed form logic with React Hook Form and Zod to ensure reliable validation and predictable user input handling;
- Created reusable custom hooks to encapsulate business logic and keep UI components clean and maintainable;
- Implemented sorting and filtering mechanisms to improve usability when working with large data sets;
- Built and styled the UI using Material UI, ensuring consistency and responsiveness across screens;
- Organized the project structure to support scalability and long-term maintainability;
- Demonstrated application flows and core features, clearly explaining data handling and user interactions;
- Used React Mock API to simulate backend responses during development and testing, enabling stable frontend progress before real API integration.

SKILLS:

TypeScript, React, Redux, Vite, Material UI, React Hook Form, Zod, Axios, REST API, React Mock API, Custom Hooks

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SOCIAL NETWORKING PLATFORM

A social web platform designed to support user interaction through profiles, content publishing and real-time communication. The system enables users to create and manage content, follow activity updates, and interact with

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each other in near real-time. The platform focuses on stable user flows, predictable data handling and responsive UI behavior, ensuring smooth interaction even under frequent state updates and concurrent user activity.

TEAM SIZE:

2

KEY CONTRIBUTIONS:

- Implemented user interaction flows including content creation, editing and navigation between social sections;
- Built and maintained client-side state management to support dynamic user activity and real-time updates;
- Integrated REST APIs to synchronize user data, content and interaction state with the backend;
- Implemented real-time communication via WebSocket to deliver live updates and improve user engagement;
- Developed and validated form-driven workflows to ensure correct data submission and consistent user experience;
- Added unit tests to protect critical user flows and prevent regressions in key interaction scenarios.

SKILLS:

TypeScript, React, Redux, Redux Thunk, Redux Form, Reselect, React Router, Axios, WebSocket, Formik, Jest, Sass, classnames, uuid, web-vitals

Frontend Software Engineer
INVENTORY MANAGEMENT WEB APPLICATION

A lightweight inventory management web application that allows users to browse, edit, and maintain a list of items retrieved from a backend service. The system focuses on clear data presentation, predictable CRUD workflows, and reliable client–server synchronization, providing a simple but stable foundation for managing structured data.

TEAM SIZE:

2

KEY CONTRIBUTIONS:

- Developed user-facing workflows for managing inventory items, including viewing details, editing records, and removing outdated entries;
- Implemented stable client-server interaction to keep inventory data synchronized and consistent;
- Designed simple and predictable state management using Zustand, keeping business logic isolated from UI components;
- Configured application routing and navigation to support clear user flows and intuitive transitions between screens;
- Built reusable components with Material UI, ensuring consistent layout and user experience;
- Improved reliability of core functionality by adding unit tests with Jest and covering key user scenarios.

SKILLS:

TypeScript, React, Zustand, React Router, Axios, Material UI, Jest

› EDUCATION

KHARKIV NATIONAL AUTOMOBILE AND HIGHWAY UNIVERSITY, UKRAINE
Master's Degree in Construction and Operation of Highways

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