

# Karimjon Komilov

Junior Frontend Developer · Tashkent

[GitHub](#)[Portfolio](#)

Frontend developer focused on clean UI, responsive layouts, and real projects.

Strong with React, Redux, JavaScript, and Figma UI work.

## SELECTED PROJECTS

[Proof of work](#)

### Weather App (JavaScript + API)

[Live](#) · [GitHub](#)

Weather application that displays real-time weather data based on city search.

- Integrated external **weather API** to fetch real-time data (temperature, condition, date).
- Used vanilla **JavaScript** with **async/await** for API requests and data handling.
- Implemented search functionality with input validation and error handling.
- Built clean, responsive UI with dynamic background and readable data presentation.

### Productive To-Do App (JavaScript)

[Live](#) · [GitHub](#)

Task management application focused on productivity and user-friendly interaction.

- Implemented core **CRUD** functionality: add, complete, delete, and filter tasks.
- Added task priority levels, due dates, and visual status indicators.
- Used **localStorage** to persist tasks between sessions.
- Focused on UX with theme switching, sound toggle, and responsive layout.

### ERP Platform (React + Redux)

[Live](#) · [GitHub](#)

Frontend dashboard for marketplace/ERP: multi-page UI, data-driven screens, and reusable components.

- Built UI with **React** component architecture and consistent layout system (Grid/Flex, spacing rules).
- Managed app state using **Redux**: shared data, UI state, and predictable updates across pages.
- Implemented filtering/search/sorting patterns and clean UI states (loading, empty, error) for better UX.
- Organized codebase for scalability: reusable components, separate UI blocks, and readable structure.

### Memory Card Game (JavaScript)

[Live](#) · [GitHub](#)

Browser-based memory game focused on game logic, timing, and interactive UI.

- Implemented core game logic: card flipping, matching rules, and game state handling.
- Used vanilla **JavaScript** for DOM manipulation and event handling.
- Added difficulty levels, restart functionality, and basic game controls.
- Built responsive layout and visual feedback for user interactions.

## EDUCATION

IT Student

### Tashkent University of Information Technologies (TUIT)

2023 — Present

Bachelor's degree — Information and Communication Technologies (ICT Education)

Focus: Web technologies, frontend development, and IT education

## SKILLS

Frontend

React

Redux

JavaScript

REST API

Async/Await

HTML5

CSS3

Responsive UI

Grid / Flex

Git / GitHub

Bootstrap

## UI / FIGMA

Design

- Wireframes → UI screens → components
- Auto Layout, grids, spacing system
- Design handoff: tokens, sizes, styles
- Landing pages & dashboard UI

## HIGHLIGHTS

What I bring

Focus

Clean UI + UX

Strength

Layout + JS logic

Stack

React + Redux

Goal

Junior / Intern

## LINKS

Proof

GitHub: [abdulkarimnasimi](#)

Portfolio: [Link](#)

Weather App: [live demo](#)

ERP Platform: [live demo](#)

## LANGUAGES

Communication

Uzbek

**Native**

Russian

**Intermediate**

English

**Pre-Intermediate**

Tip: Open → **Ctrl+P** → "Save as PDF" (A4). This layout is print-ready.