



# Anastasiya Nikalayeve

Creative Developer | HTML Developer

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HTML Developer focused on delivering impactful creatives in multiple sizes with smooth animations and cross-browser consistency using HTML, CSS, JavaScript, Three.js, GSAP, and design tools like Figma and Photoshop.

## WORK EXPERIENCE

### Creative Developer (Display Ads) DELVE

11/2021 - Present Warsaw, Poland · Remote  
Performance Media Agency uses data to boost brand performance and revenue for clients including UNICEF, ALG, Amerisave, and PIH.

#### Tasks

- Create interactive and visually engaging HTML creatives for advertisements in multiple sizes using HTML, CSS, JavaScript, Three.js, and GSAP
- Collaborate closely with designers to transform concepts into optimized and high-quality ad experiences
- Optimize creatives for smooth animations, minimal load times, and consistent behavior across browsers and devices
- Conduct thorough quality assurance and testing to ensure accurate rendering on various platforms
- Use tools like Figma, Photoshop, and Illustrator to implement and refine creative assets provided by designers
- Step in during manager's PTO to oversee task assignment, provide feedback, and ensure adherence to quality standards before final delivery

## SKILLS

HTML CSS JavaScript

GSAP Three.js - basic

Phaser.js - beginner Sketch

Photoshop Illustrator Figma

SVG

## CERTIFICATES

Creative Certification Exam  
(08/2024 - 08/2025)  
Google

Certified English proficiency - Upper  
Intermediate (05/2023)   
Duolingo

Three.js (09/2023)   
Three.js Journey

## PROJECTS

### Creatives Showcase

- This repository contains a collection of creatives made for various clients, including UNICEF, ALG, Amerisave, and PIH. These creatives were built using the following technologies: HTML5, CSS3, JavaScript, Three.js, GSAP, and Canvas animation.

### WebGL 3D Text

- This repository showcases the use of WebGL to create a visually stunning 3D scene with text and various geometries. The text is created using the TextGeometry module and rendered with a Matcap material that uses a texture loaded with TextureLoader.

## EDUCATION

### Bachelor of Science - Computer Science University of London

10/2023 - Present London, UK - distance

### Master's degree - Top-management Belarusian State Economic University

09/2014 - 06/2019 Minsk, Belarus

## LANGUAGES

English  
Full Professional Proficiency

Polish  
Elementary Proficiency

Russian  
Native or Bilingual Proficiency