Anastasiya Nikalayeva

Creative Developer | HTML5 Ad Specialist

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Ad Specialist with a passion for innovative approach. Experienced in creating engaging ad campaigns for top clients at DELVE. Ready to elevate your brand with cutting-edge HTML5 creatives.

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 HTML creatives with animation for advertisements using HTML, CSS, JavaScript, Threejs and GSAP
- Collaborate with design team to develop effective ad concepts
- Ensure ad compliance with ad serving platforms and ad specifications
- Conduct quality assurance and testing to ensure accurate rendering of ads across different browsers and devices

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.

Portal Scene 🔗
- This GitHub repository contains a captivating Three.js scene that showcases a portal with animated fireflies. The scene leverages the lil-gui library for interactive debugging and parameter adjustments. It features advanced lighting and shading effects to create a visually stunning experience

Marble Game 🔗
- Experience the thrill of Marble Race, a captivating game powered by Three.js, React Three Fiber, Drei, and React Three Rapier. Roll your marble through intricate 3D tracks, navigate obstacles, and compete in thrilling challenges. Marble Race offers an immersive gaming adventure for all skill levels.

EDUCATION

Bachelor of Science - Computer Science
University of London

10/2023 - Present   *London, UK - distance*

Master's degree - Top-managment
Belarusian State Economic University

09/2014 - 06/2019   *Minsk, Belarus*

SKILLS

HTML - intermediate

CSS - intermediate

JavaScript - intermediate

GSAP - intermediate   Threejs - basic

Phaser.js - beginner

Sketch - intermediate

Photoshop - intermediate

Illustrator - intermediate

Figma - intermediate

CERTIFICATES

Creative Certification Exam (07/2023 - 07/2024) 🔗
Google

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

Three.js (09/2023) 🔗
Three.js Journey

LANGUAGES

English
Full Professional Proficiency

Polish
Elementary Proficiency

Russian
Native or Bilingual Proficiency