

# Anthony Butinov • Web Developer, Graphic Designer

[boutinov@icloud.com](mailto:boutinov@icloud.com)

[boutinov.com](http://boutinov.com)

[behance.net/anthonyboutinov](https://behance.net/anthonyboutinov)

[github.com/anthonyboutinov](https://github.com/anthonyboutinov)

[linkedin.com/in/boutinov](https://linkedin.com/in/boutinov)

Venlo, Limburg, Netherlands

+31 6 26 1919 37

## Experience

- 2016–p.t.      Freelance: design and development of websites, design of print materials, logo design (VueJS, Sketch, Figma, Bulma, Illustrator, AngularJS, Bootstrap, Wordpress)
- Dec. 2021      iOS-app (navigation), personal project: designed and developed a minimal-viable product iOS-app that estimates how much time and battery it would take for an electric scooter/bike to travel from point A to point B (SwiftUI, MapKit, Sketch, Figma)
- July 2017  
–June 2018      Kazan Hosiery Factory (Казанская Чулочно-Носочная Фабрика), web and graphic designer: created and managed several websites, designed packaging materials, ran ad campaigns (Wordpress, Bootstrap, AngularJS, Illustrator, UnderscoreJS)
- Feb.  
–May 2017      [Open Psychology](#) (event listing service), full stack web developer: designed and developed a web-app using MeteorJS (MongoDB, Blaze, Bootstrap)

## Toolbox

Illustrator, Photoshop, Figma, Sketch, HTML5, CSS3, Bulma, Bootstrap, SCSS, JavaScript, VueJS, Blaze, Swift & SwiftUI, Git, MySQL

## Skills

User Interface Prototyping, UX & UI, Accessibility, Front-End Web Development, Responsive Design, OOP, REST API, Relational & Document-Based Databases, Brand Identity, Logo Design, Typography, Packaging Design, Kanban, Scrum

## Higher Education (Bachelor of ICT)

Kazan Federal University, Applied Mathematics and Information Technology

## Courses

- 2021      CodeWithChris.com courses: iOS Foundation & Design (Swift 5, SwiftUI, MVVM)
- 2016–2018      TeamTreeHouse.com courses ([profile](#)): JavaScript, Grunt, REST API, MongoDB, CSS, Scrum, Swift, Brand Identity, Web Typography, UX/UI, Wire-Framing & Mockups, Prototyping, Accessibility

## Languages

English — fluent

Dutch — elementary proficiency (A2)

Russian — native