Anton Bondarenko

JUNIOR FRONT END DEVELOPER

ABOUT ME
I chose programming because it is an intellectual, creative, modern and interesting job that gives me the opportunity to develop and realize my qualities.
I'm very motivated to achieve new goals.

SKILLS

- HTML 4/5
- CSS
- JavaScript (ES6)
- Photoshop
- Figma
- Github
- Git
- React js
- Redux (Redux Thunk, Redux Saga, Redux Toolkit, Redux Toolkit slice)
- MobX
- TypeScript
- gulp
- webpack

CONTACTS

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https://github.com/bondarenkoav240486

EXPERIENCE

Company LEG Ltd., Kharkiv – engineer

JUNE 2019 – AUGUST 2022
Researcher-developer of composite materials, materials scientist.

- I was responsible for the development of new materials and technologies for the production of new types of products

CJSC MAKEEVKOKS, Makiivka – engineer

MAY 2008 – MAY 2019
Master of the main production.

- I organized complex technological processes, production of high-value products, led a team of 10 people, processed data, made decisions

EDUCATION

Donetsk National Technical University, Donetsk – specialist

SEPTEMBER 2003 – MAY 2008

- Faculty of Ecology and Chemical Technology
- Chemical technology of fuel and carbon materials

Courses Source iT, Kharkiv – unfinished

JANUARY 2021 – APRIL 2021

- JavaScript
- Learned the basic of JavaScript according to the ES6 standard. Code formatting. Semantics. Configure and connect plugins. Work with the DOM, event handling

PROJECTS

https://bondarenkoav240486.github.io/paint/

https://github.com/bondarenkoav240486/paint.git

https://bondarenkoav240486.github.io/organizer2/

https://github.com/bondarenkoav240486/organizer2.git

https://bondarenkoav240486.github.io/golden/

https://github.com/bondarenkoav240486/golden.git

https://bondarenkoav240486.github.io/Tic-tac-toe-game/