Anton Bondarenko

JUNIOR FRONT END DEVELOPER

ABOUT ME

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

SKILLS

- HTML 4/5
- CSS
- SCSS/LESS
- JavaScript (ES6)
- Photoshop
- Figma
- Github
- Git
- React js
- gulp
- webpack

CONTACTS

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https://github.com/bondarenkoav240486

EXPERIENCE

Company LEG Ltd., Kharkiv– engineer

JUNE 2019 – PRESENT

researcher-developer of composite materials , materials scientist.

- I am 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 by working circumstances

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

https://bondarenkoav240486.github.io/Tic-tac-toe-game/
https://bondarenkoav240486.github.io/Game-Guess-the-Number/
https://bondarenkoav240486.github.io/textAnalyzer/