



Vladyslav Koretskyi


JavaScript Developer


Contacts

 koretskyi10@gmail.com


 +380 99 290 89 14


 created4gh.github.io/portfolio

 linkedin.com/in/vladyslav-koretskyi-461aa221a

 github.com/created4GH

Languages

English 

Ukrainian 

Internships

Intern

Oct 2021 - Jan 2022

Artjoker, Kharkiv

Education

Bachelor's degree in Computer

Science

Sep 2015 - Jul 2019

NTU (Kharkiv Polytechnical Institute)

Master's Degree in Applied

Mechanics

Sep 2019 - Jan 2021

NTU (Kharkiv Polytechnical Institute)

Professional Summary

JavaScript Developer with finished programming internship, who always moves forward when present goals are completed, who makes mistakes, but does his best in order not to repeat them, is seeking a company with an opportunity for professional growth and possibility to take a part in interesting projects with modern technologies.

Skills

HTML&CSS

- SASS/SCSS

JavaScript, TypeScript

- React.JS

Node.JS

- Express.JS

Mongo.DB

- Mongoose

Git version control

Experience

• Personal Project: Portfolio

November 2022

Built a React SPA that contains my contacts, some general information about my life and a list of my works, writing my own simple react-only slider.

• Personal Project: Note-Editor

September - November 2022

Deployed a MERN stack application with possibilities to sign up/in using Yup validation and JWT authentication, and to manage notes: create, read, update, delete.

• Personal Project: Users (internship)

December 2021

Created a React app using a redux-saga library, react routers including a protected one, internationalization and a lazy-loading.

• Team Project: Taxi-Park (internship)

October - November 2021

I led a three-person team that developed an application to manage drivers and cars along lists with the next technologies: a redux library, reacts routers and internationalization. Working on separate tasks and changing them between each other to understand and analyze someone else's code, we had to resolve merge conflicts and show a team-play.