

### Contact

#### **Email**

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LinkedIn

Yaroslav Drozdov

**GitHub** 

<u>demurre</u>

### **Skills**

- JavaScript, TypeScript
- React
- CSS, Tailwind CSS
- HTML
- Git, GitHub
- Figma

## **Education**

2022 - Current

Bachelor's degree

Electronics and automation

**Dnipro University of Technology** 

## Languages

English - B1

Ukrainian - Native

# Yaroslav Drozdov

React Frontend Developer My <u>Portfolio</u>

# **Projects**

TypeScript (React) + CSS + Supabase

### **Store**

Tried TypeScript, users auth and save with Supabase. Using Redux for storage products and work with them. Work with API, namely products from fakestoreapi. During the development work with css modules, most of react hooks, asynchronous programming.

JavaScript

### **NeonPeakChronicles**

In this project I learned how project architecture works, how to upload a project to the cloud, optimize code, try webpack. The project itself is a web CCG RogueLike web game in which the player interacts with objects and the game memorizes their actions.

JavaScript (React) + CSS

#### **MusicApp**

Tracks taken from AWS. App realises search function, a playbar where you can control the track time/volume, play/pause buttons. During the development learn hooks, discover some React UI tools.

JavaScript (React) + Tailwind CSS

### ChessPlayAndLearn

Chess Play&Learn with 3 pages (Main, Play and Learn). The Main page contains randomly selected cards with links to learning and playing. Play - a chessboard with a list of moves. The Learn - chess terms and opening cards in a carousel. Try Tailwind CSS and their material, routes in react.

JavaScript (React) + CSS

#### **Journal**

A journal where you can interact with notes, create users that will be both stored in local. During the development work with css modules, most of react hooks, architecture of project.