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Objective

Frontend UI developer.

Work Experience

Frontend Developer, Wadamarket.com — 2015—present

Developed the project architecture. Support and development of new features, permanent improvement UX based on A/B tests results.

UI Developer, Whisk.com — 2016.

Part of frontend development team. Built new project version based on ReactJS, PostCSS, Webpack.

UI Developer, Passenger.me — 2014—2015

Part of frontend development team. Completed two milestones of the project UX optimization based on evolutionary prototypes.

Frontend Developer, Progress Engine — 2012—2014

Part of frontend development team.

Freelancer — 2006—2012

Worked as a freelancer.

Education

Volgograd State University. Master, Physics and Informatics. 2006.

Technical skills

- Excellent knowledge of Sketch, Figma;
- Expert knowledge of HTML, CSS – hand-coded, cross browser;
- Knowledge of preprocessors (SCSS, PostCSS), and template engine (Slim, Haml, Jade / Pug);
- Knowledge of front-end css framework (Bootstrap, Foundation);
- Knowledge of projects build tools (GulpJS, Yeoman, Middleman, Webpack);
- JavaScript skills – able to write unobtrusive custom code (carousels, sliders, table sorters etc.). Basic knowledge of VueJS, ReactJS;
- Strong debugging skills and thorough understanding of cross browser issues;
- Skills in optimizing websites for mobile display (iPhone, iPad, Android) using CSS media queries;
- Knowledge of best practices for performance optimization (image optimization tools, sprites, etc.);
- Able to work in Git, Mac/Linux/Windows environment.

Code examples:

<https://gist.github.com/denisfl/4847b97a376fb3a4cfff3a23e9c4ee50>

<https://gist.github.com/denisfl/d3d61baa26554a4e5be423fe108012d0>

<https://gist.github.com/denisfl/6c95f0d5c1854c368cd8023126e160b9>

<https://gist.github.com/denisfl/63435039f58f3519a297a15723f65ad5>

<https://github.com/denisfl/marketscape>

<https://github.com/denisfl/fnbx>