DMITRIY TROFIMUK

WEB FRONT-END / HYBRID DEVELOPER

STASK

- JavaSkript, TypeSkript
- React (Redux Saga, Hooks, Toolkit)
- d3.js, THREE.js
- MaterialUI, ionic Capacitor
- Tailwind CSS, SCSS
- GraphQL, MongoDB
- Jest,
- Git, WebPack
- Figma, Miro, Adobe Photoshop

SKILLS

- Adaptive, cross-browser, cross-platform, valid, semantic layout skills;
- Experience in data visualization using SVG, Canvas, PixiJS, d3.js, Three.js
- Experience in developing PWA, SPA.
- Working programming skills in SWIFT, C#, Ruby.
- Knowledge of OOP, algorithms and data structures.
- Ability to work with capacitor plugins.
- Experience with ML technologies (Mediapipe, Tensorflow)

LANGUAGES

English B1
German A1

CONTACT INFO

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GitHub: https://github.com/dmitrivanich

EXPERIENCE

TAQTILE | FEBRUARY 2022 Г. — PRESENT

COMMERCIAL PROJECTS :

POSTURE (DECEMBER 2022 – PRESENT)
APP STORE: https://apps.apple.com/by/app/posture-ai-medical-assistant/id1662597139
PLAY MARKET: https://play.google.com/store/apps/details?id=io.ionic.posture&hl=ru&gl=US

HEALTHUAPP (JUN 2022 – DECEMBER 2022)
WEB: https://healthuapp.com/

BEER-O-METER (MAY 2022 – JUN 2022)
PLAY MARKET: https://play.google.com/store/apps/details?id=com.beerometer.app&hl=ru&gl=US

HEALTHUAPP (MARCH 2022 – APRIL 2022)
PLAY MARKET: https://play.google.com/store/apps/details?id=io.ionic.healthUApp

At mentioned projects I created visual and interactive aspects of mobile and web-based apps. Using a combination of programming languages, such as HTML, CSS, and JavaScript, I created prototypes of the app's UI and UX. My responsibilities include:

1) Ensuring the app's compatibility with different mobile devices and screen sizes;
2) Optimizing the app's performance and speed;
3) Testing the app's functionality and usability;
4) Collaborating with back-end developers to integrate the front-end and back-end of the app;
5) Establishing connection with data bases and neuro networks.