

## **ELIZAVETA RAGOZINA**

Software Engineer Freelancer

## **Personal Profile**

I am a motivated, inquisitive, and energetic web developer with focus on Frontend, interested in IT projects that require both creative and analytical thinking, I prioritize user experience and clean coding in my work.

## **Technical Skills**

## Frontend:

- HTML5
- Javascript / ES6
- Frameworks: React, Vue.js

### Backend:

- NodeJS + ExpressJS
- DB: MongoDB, PostgreSQL, SQLite

### Other:

- UX/UI: Figma, Adobe XD, Inkscape
- Docker
- Android development Java
- Linux (basic administration)

## Languages

- English: C1
- Spanish: A2
- German native speaker
- Norwegian: A1
- Russian: native speaker
- French: A2

# **Contact Information**



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https://elizavetara.github.io/Elizaveta-portfolio/

# **Professional History**

### **SOFTWARE ENGINEER**

## CERN | Feb 2021 - present

- designs and implements features for the interface of <u>CERNBox</u>, the CERN service to store, share and synchronize data across multiple devices
- Frontend: Vue.is, JS, Typescript; deployment on CentOS machines
- Managing CERNBox CentOS machines as part of ROTA
- Contributions to the open source base of CERNBox: Owncloud web
- Mentor for a CERN summer student and HEP at Google Summer of Code

## **FULL STACK ENGINEER**

#### Industrial Analytics | Oct 2019 - Dec 2020

- designed and implemented monitoring & maintenance applications for machinery clients (responsibility for the frontend, auth, game-logic backend, dockerization)
- Frontend: React; WebRTC; Backend: Node.js, REST, API to MQTT Grafana Server
- Setup of Grafana dashboards (Telegraf, InfluxDB, Flux)
- Databases: MongoDB, PostgreSQL; DevOps: CI/CD GitLab + Docker

## **RESEARCH ASSISTANT / ANDROID DEVELOPER**

## TU Dresden | Mar 2019 - Sep 2019

• concepted, designed and implemented an Android based mobile museum guide for the Exhibition "Old Masters" for people with disabilities

### **TUTOR FOR PROJECT DEVELOPMENT**

### TU Dresden | Apr 2016 - Aug 2019 | every summer semester

• supported and consulted project groups for E-learning games

## **ASSISTANT PROJECT MANAGER**

## Oueo GmbH | Oct 2017 - Jul 2018

- created, managed and planned projects using agile methodologies
- provided support in the content maintenance and website testing for customers

# **Academic Background**

## **TECHNICAL UNIVERSITY DRESDEN**

### Bachelor and Master of Science in Media Computer Science | 2013 - 2019

- Focus: Human-Computer-Interaction, User Interface Engineering, Software Technology, Web Applications, Data Analysis; Final Grade: 1.3 (Excellent)
- Courses on Databases, Computer Networks, Algorithms and Data Structures

# **Professional Development**

## **CERN SCHOOL OF COMPUTING ON SECURITY**

#### October 2023

 "Security of research computing infrastructures": Protection and prevention, Detection, Response

### **UDEMY COURSES**

#### 2020-2023

- Webpack 5 in 2022: Optimizing For Production
- How To Design for Accessibility: for UX Designers (WCAG 2.2)
- <u>UX Fundamentals: User Testing</u>

Kunstform Wissenschaft (website implementation)

**Parity-Game** (website implementation + contributions to the game)