

CONTACT



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Lviv, Ukraine

INTERESTS

- **Graphic Design**
- Guitar
- Science
- CrossFit

CONNECT



github.com/gagunets



skype.com/danylo.sokolov



Be behance.net/gagunets23ce

linkedin.com/in/danylo-sokolov

PROGRAMMING SKILLS

Java Script HTML

Node.js

React.js

CSS



Illustrator Photoshop Sketch

XD

inDesign

Premiere Pro

LANGUAGES

English Russian Ukrainian Advanced Advanced **Native**

Danylo Sokolov

PROFILE ***

Hi! I'm a web developer with 2+ years of experience. I constantly develop and try myself in different IT fields. But still, I get more fascinated by developing apps and building websites. Therefore, I am keen to gain more and more experience in the front-end development field.

Currently, I am a 6-year student at Lviv National Polytechnic University on a Cybersecurity specialty.

When I'm not pushing pixels or coding, you'll find me in the gym or swimming pool.

TECHNOLOGIES:

- HTML(Pug)/CSS(SASS), JavaScript;
- Node.js, React.js;
- Design: Sketch, Adobe Illustrator, XD, inDesign, Photoshop, PremierPro;
- GitHub
- CMS: Wordpress;
- Database: mySQL.

EDUCATION

CYBER SECURITY Master 09/2018

LVIV POLYTECHNIC NATIONAL UNIVERSITY

Lviv/Ukraine

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Lviv/Ukraine

WEB DESIGNER 11/2016 - 06/2017

WEB DESIGN COURSE "WebExpert"

Lviv/Ukraine

WORKEXPERIENCE

06/2018

FRONT-END DEVELOPER

an online platform for SNOOKER LVIV (billiardhub.net)

Responsibilities:

- Creating web pages (HTML/CSS, JavaScript).
- UI/UX Design (Illustrator, Photoshop, Adobe Xd)
- Client interaction about the project.
- Making the website responsive.
- Making changes according to client's requirements.

10/2017

WEB DEVELOPER

a website for SINATRA RESTAURANT

Responsibilities:

- Creating web pages (HTML/CSS, JavaScript).
- Solving website design issues (UI/UX).
- Making the website multilingual.
- Making the website responsive.
- Checking for errors and de-bugging websites.
- Making changes according to client's requirements.

09/2016

WEB DEVELOPER

a website for THUNDERDOGS ROCK-BAND

Responsibilities:

- Solving website design issues (UI/UX). Client interaction about the project.
- Making the website responsive.
- Creation of a few demo pages (2-3) for client approval.
- Making changes according to client's requirements.