Hans Yelek

Front-end and iOS Developer

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https://h-n-y.github.io/my-portfolio

EXPERIENCE

TopCoder, Remote — *Independent Contractor*

NOVEMBER 2016 - OCTOBER 2018

- Competed in 40+ UI Prototype projects for TopCoder clients
- Converted wireframes in Photoshop and Sketch to living, breathing front-end prototypes
- Collaborated with project managers remotely on project requirements, issues, etc.
- Repeatedly willing and excited to jump into projects w/o sufficient experience and learn along the way
- Competed onsite at the 2018 TopCoder Open in Dallas, TX

EDUCATION

Udacity, Online — *Front-end Developer course*

MAY 2016 - NOVEMBER 2016

Provided me the foundational knowledge required of a front-end developer.

PERSONAL PROJECTS

Roulette — *Spirograph-like drawing web app*

Built with React, this drawing tool enables users to create and download fantastic designs generated from roulette curves.

OXO — *Native iOS tic-tac-toe app*

A minimalist tic-tac-toe game for iPhone. Previously on the App Store.

Trick-or-Treat — *Halloween-themed HTML5 game*

A Frogger-like game built with "vanilla" JavaScript.

Melody — *Music search web site*

A 3rd-party API-powered music app for searching artists, tracks, and song lyrics.

SKILLS

Front-end

HTML, CSS, SCSS

JavaScript, TypeScript

jQuery, Angular 2+, React, Redux, RxJS, D3.js

3rd-party API integration

iOS

Objective-C, Swift

Xcode, Interface Builder

General

Git, Gulp

Chrome Developer Tools

EXTRACURRICULAR

- **6x marathoner**
- **Boston Marathon Finisher**