# **Hello I'm**

# **Shukurillayev Hamid**

# And i'm Junior

# I'm a passionate and results-driven Frontend Developer who has successfully transformed a deep enthusiasm for web technologies into a professional career. I specialize in building responsive, user-friendly websites using HTML, CSS, JavaScript, and React. With a strong eye for detail and usability, I create intuitive interfaces that enhance user experience and align with modern UI/UX standards. I’m constantly exploring the latest frontend trends and best practices to deliver clean, maintainable, and scalable code. Eager to bring this energy and expertise to a forward-thinking team where I can contribute to impactful digital products.

# About my Projects

# Alex Portfolio Clone

# Tech stack: HTML, CSS, JavaScript, AOS Library

## A responsive personal portfolio website built to practice real-world layout and animation techniques.

## Developed with HTML, CSS, and JavaScript, this project replicates a modern portfolio design. It includes smooth scroll-triggered animations using the AOS (Animate On Scroll) library, interactive section transitions, and a grouped contact form. The design follows a clean, minimal layout and is fully responsive across devices.

# Uzum Market Clone

# Tech stack: React

## A responsive e-commerce application inspired by Uzum Market, built to simulate real-world online shopping functionality.Developed using React with reusable components for product cards, categories, and cart logic.Integrated slide-style product sections and interactive animations for smooth user experience.

## Implemented full cart functionality, allowing users to add/remove items with real-time updates.Applied state management with useState and useEffect for dynamic UI interactions.Designed a responsive layout for seamless performance on desktop and mobile devices.Practiced clean component architecture and code organization suitable for scaling.

## Rock-Paper-Scissors Game

## Tech stack: HTML, CSS, JavaScript

## A simple interactive game that demonstrates logic handling, randomization, and animation in the browser.Developed a browser-based game that lets users play rock-paper-scissors against a computer opponent.Implemented random choice logic and setTimeout to simulate decision-making delay.Added smooth CSS animations for user interaction feedback.Designed a responsive UI with intuitive game flow and visual effects.