

Yaraslau Maksimchyk

Email

LinkedIn

Github

Behance

Website

HTML

CSS

Javascript

Ruby on Rails

React

Angular

Three.js

Git

Node.js

Visual Studio Code

Figma

Illustrator

Photoshop

After Effects

Lottie

Blender

Experience →

Strongstep

UI/UX Developer

September 2022 - Present

Focusing on developing a design system in code for a project management platform to ensure consistency and efficiency in UI development. Actively collaborating with the team to implement the design system, aiming to achieve improved workflows and a streamlined user experience.

Intern

March 2022 - June 2022

Conceived and developed user interfaces for the portal of a project management platform, with a focus on enhancing visual appeal and improving the user experience. Implemented captivating animations to showcase features, ensuring a seamless design-to-development process.

Education →

Faculty of Engineering - University of Porto

Multimedia (MSc)

September 2023 - Present

Passionate about multimedia and interactive design, on a quest to learn and innovate, exploring new dimensions.

School of Media Arts and Design

Web Technologies and Information Systems (BSc)

October 2019 - July 2022

Strong foundation in programming, prototyping, multimedia, and web design, with practical experience in the full product development process. Developed technical and creative skills to craft engaging web applications and multimedia content.

Achievements →

Wall of Fame - Three.js Journey

Circuit Rush

July 2023

Recognized on the Wall of Fame, this lap time trial racing game showcases my proficiency and creativity using Three.js.

Three.js Journey

Certificate of completion

May 2023

Certified in Three.js, an advanced JavaScript library for creating 3D graphics, animations in web browsers and craft immersive visual experiences.