



Denis Klimovich

Front End developer

Careful developer of interactive web applications with a huge passion to different spheres of information technologies and creative mind

Education

Educational establishment	Diploma profession
Belarusian State Economical University	Marketing and Advertisement

Language Skills (English)

Everyday topics			Professional topics		
Reading	Writing	Speaking	Reading	Writing	Speaking
Intermediate	Intermediate	Intermediate	Intermediate	Intermediate	Intermediate

Professional Roles

Role	Experience, in years	Level (Expert/ Advanced/ Intermediate/ Elementary)	Last used, year
Front-end developer	1	Intermediate	2022

Professional Skills

Skill	Experience, in years	Level (Expert/ Advanced/ Intermediate/ Elementary)	Last used, year
Operating Systems			
MS Windows	20	Advanced	2022
Linux (Debian, Ubuntu, Kali)	7	Intermediate	2022
Databases, Data Storage			
MySQL	0.5	Beginner	2022
Programming Languages			
JavaScript	2	Intermediate	2022
Markup Language			
HTML, CSS (SaaS, sCSS, Tailwind)	2	Intermediate	2022
CMS			
Wordpress, proprietary	1	Beginner	2018

JavaScript Frameworks, libraries			
Vue.js 2	1	Advanced	2022
Version Control Systems			
GIT (Github, Bitbucket, GitLab)	2	Intermediate	2022
Infrastructure			
Docker	1	Beginner	2022
Task/Time Trackers			
Atlassian solutions, Notion	3	Intermediate	2022

Professional Activity/Projects

Period	October 2022	October 2022
Project Roles	Front end developer	
Projects	Interactive Widget and CRUD interface for streamers	
Tasks executed	<p>Made all the specification of application, prepared design mockups.</p> <p>Design the main interface and create API in collaboration with BE developer, organize connection between all the components, been involved to DB structure designing. Optimized request/response flow.</p> <p>Deploy project</p>	
Environment	VScode, GIT, Docker, JS, HTML, CSS, VueJS 2, vuex, flexbox, PrimeFaces, axios, Insomnia (REST client)	

Period	From June 2022	September 2022
Project Roles	Front end developer	
Projects	DIY Social club and patterns catalog of handiworks	
Tasks executed	<p>Deploy project infrastructure from docker container,</p> <p>Install packages with npm, fix dependencies incompatibility. Update old project libs</p> <p>Developed authentication (JWT), catalog, product-page modules with restylization(by hands) PrimeVue UIKit elements. Implemented BE+FE validation,</p> <p>Implemented and customize touch-interactive swipe elements</p> <p>Create Interfaces of core components: schemes voice-acting player and visual grid scheme editor.</p>	
Environment	VScode, GIT, Docker, JS, HTML, CSS, VueJS 2, vuex, flexbox, PrimeFaces, axios, Insomnia (REST client)	

Period	From May 2022	To June 2022
Project Roles	Architect, Front end developer, designer	
Projects	VueJS Tetris game	
Tasks executed	<p>Build self-developed matrix-based logic and game algorithms on VueJS, Stylize all elements in "Old-School manner" on pure html/css,</p> <p>Implement sprite based sound effects,</p>	

Environment	VScode, GIT, JS, HTML, CSS, VueJS 2, vuex
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Period	From April 2022	To May 2022
Project Roles	Front end developer	
Projects	Online store	
Tasks executed	Created local running web application in pure JS, stylize all the pages according to Figma mockup. Made Catalog and Cart fully interactive. Then migrated the project to VueJS v.2 Deploy	
Environment	VScode, GIT, JS, HTML, CSS, VueJS 2, vuex, flexbox	