Denis Klimovich
Front-end developer

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portfolio: kay4yk13.github.io

Productive developer with a rich experience in various fields and a passion for new technologies.
Have a proactive attitude towards the work-flow and live in general.

Tech skills & stack

Abstraction Basics
- KISS, DRY, SOLID
- Design Patterns understanding
  - Singleton
  - State
  - Iterator
  - Observer

Tools & Environment
- VScode / PHPStorm
- Figma
- Linux(Ubuntu)
- Docker
- Postman
- PHPmyAdmin
- MailTrap
- Slack
- Atlassian suit
- Notion

FE development
- HTML5
- CSS (ScSS, SASS)
  - Flex
  - Grid
- Responsive mark-up
- JS / TS (ES6+)
- DOM & BOM interaction

GIT
- git flow
- CI/CD
- cherry-picking
- SSH deploy to production and npm build (AWS + ServerPilot Ubuntu)

CMS / Frameworks
- Laravel 8
- Wordpress

VueJS
- Vuex store
- Router
- hooks
- props-events / provide-inject
- mixins, filters
- slots
- UI Frameworks
  - Vuetify
  - PrimeVue
- external libs/packages
  - npm / yarn
  - lodash
  - i18n

API
- REST API
  - filtering
  - sorting
  - pagination
- GraphQL

Soft Skills

- Daily reporting
- Comprehensive educated
- Attentive for details
- Task decomposition
- Collaborative
- Teammates guidance

My mentor taught me well that
"dev who asks a question can look dummy for 5 minutes, dev who never asks a question - is dummy for life"

Languages

- English - B2
- Belarusian - native
- Russian - native

Education

Belarusian State Economic University, Advertisement & marketing, 2007-2012

Recent projects

Project	**Transport management system**
Period	November 2022 – Present
Project Role	Full-stack developer
Task executed	- Application components development with VueJS and TS: - Brand new functional components and extended from existing classes - Extendable functional wrappers and mixins - Chunked data collection from backend and assembling on FE-side - Inefficient solutions refactoring - Backend (laravel) models/migrations/controllers/services with related logic - Vuetify elements implementation and customization

Project	**SaaS solution for DIY crafting with social network features**
Period	June 2022 – October 2022
Project Role	Front end developer
Task executed	- Develop components based on Figma mockups - Responsive markup - JSON API (REST) integration in collaboration with BE developer - FE features implemented: - Auth (JWT), FE + server-side validation with HTTP status codes handling - Catalog with sorting/filtering, product-page, gallery - Implemented and customize touch-interactive elements (Swiper) - Profile editor with Avatar uploader/cropper/editor - Create Interfaces of core-feature components: scheme voice-reading and visual grid scheme editor - Common UI elements and utils/helpers development

Project	**Widget for Gambling streamers + management dashboard**
Period	February 2022 – May 2022
Project Roles	Front end developer, PjM, Designer
Task executed	- Full application specification - Design the main interface mockups from scratch - JSON API (REST) integration in collaboration with BE developer - User Flow and Data Flow (BE <--> FE) scripting - BE Endpoints adjustments - Full FE implementation: - Dynamic widgets for screen capture - CRUD interface - Auth (JWT), token refresh - Cross-app logic - Landing Page - Production SSH FE deployment

Project	**Internal service for staff management, backoffice**
Period	October 2021 – February 2022
Project Role	Front end developer
Task executed	- JSON API communication, vuex - Migrating static HTML to SPA; VueJS consuming API - Schedule for staff - Custom task/time tracking system - Metrics / graphs / reports analytics dashboards - Different pages & components development / polishing, including: - Administration - Profiles - Projects - Tickets

Project	**CRM for e-commerce**
Period	July 2021 – September 2021
Project Role	Front end developer
Task executed	- Development new modules with VueJS & Quasar framework - Communication with BE by internal API 3rd party API integration: parcel service

Project	**Tetris**
Period	May 2021 – June 2021
Project Role	Front end developer
Task executed	- Designed and developed all in-game conditional rendering algorithms with VueJS - Developed figures movement and rotation logic, collision detection - Implement state manager - Implement sprite based sound effects

Project	**E-commerce catalog**
Period	March 2021 – May 2021
Project Roles	Front end developer
Task executed	- Created local running web application on HTML + vanilla JS - Stylize all the pages according to Figma mockups (opensource) - Migrated project to VueJS - Full FE implementation: - Catalog, product card, cart page interlinked with vuex and router - Rendering catalog from external source - Google maps integration - Deployment