Vladyslav Kovalets

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ABOUT ME

A recent Bachelor's graduate seeking my first full-time position as a **React** front-end developer in **Prague**, though I am open to exploring full-stack roles as well. Actively looking for a contract position and not requiring visa sponsorship.

EDUCATION

Brno University of Technology   Sep. 2020 – Jul 2024
Bachelor of Computer Science Bachelor's Thesis   *Brno, Czech Republic*

EXPERIENCE

FrontEnd Developer, Part-Time   July 2022 – Present
Freelance   *Remote*
- Developed websites using *HTML*, *CSS*, and *JavaScript*
- Created dynamic components with *React* and *React Hooks*
- Integrated third-party APIs to display real-time data on web pages
- Collaborated with designers using *Figma* to implement responsive layouts

PROJECTS

Poker Card Detection System | *Python, YOLO, OpenCV, PyTorch*   Nov 2023 – May 2024
- Developed an advanced system for automatic recognition and tracking of poker cards from video streams using YOLOv5, achieving a recognition accuracy of 98.7%
- Created a comprehensive dataset of poker cards with both real and synthetic images for training and testing the model
- Implemented a pipeline for image augmentation, enhancing the model's robustness to varying lighting conditions and perspectives
- Designed an algorithm to improve card tracking accuracy and minimize recognition errors during poker games
- Used OpenCV for real-time video processing and PyTorch for training the YOLOv5 neural network

Plant Care Reminder App | *Flutter, Dart, Figma*   Oct 2022 – Jan 2023
- Developed an iOS mobile application in a team of three using the Flutter framework
- Implemented the MVC architecture to improve modularity and maintainability
- Integrated key features such as plant creation, care history, notifications, and achievements in collaboration with teammates
- Managed version control with Git, handling branching and resolving merge conflicts through collaborative pull requests
- Conducted user testing across various age groups, resulting in feedback-driven improvements to UI and functionality

Student Tournament Management System | *Python, Django, MySQL, HTML/CSS*   Oct 2022 – Nov 2022
- Developed a web-based system for managing student tournaments, including player registration, team creation, and scheduling matches
- Implemented automatic tournament brackets and match result tracking using Django models and MySQL
- Designed a scalable database schema for efficient handling of tournament data, teams, and matches
- Managed user roles and permissions for different types of users, including administrators and participants

Visit my GitHub to explore over 20 available projects and repositories.

TECHNICAL SKILLS

Languages: Java, Python, C/C++, Dart, PHP, SQL
Front-End: JavaScript, TypeScript, HTML/CSS, React.js, Next.js, Redux, Flutter, Figma, Tailwind CSS
Back-End: Node.js, Django
Databases: MySQL, Oracle SQL

LANGUAGES

English – B2, **Czech** – C1, **Ukranian** – Native, **Russian** – Native