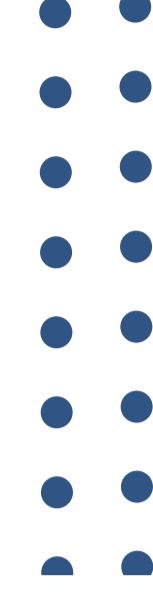




Alyona Kolgasheva

Frontend Developer

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[in](#)



[SKILLS]

Hard skills

- | | |
|------------|-----------------------|
| React | Formik |
| Redux | React Testing Library |
| Vue.js | Jest |
| JavaScript | CSS |
| SCSS | Gulp |

Experienced with:

- TypeScript
- NodeJS (Express)
- MongoDB
- Git

Soft-skills:

- Self-study
- Analytical thinking
- Teamwork
- Soberly assess criticism
- Responsibility and result orientation

[LANGUAGES]

English: B1

[EDUCATION]

2023

- DAN.IT EDUCATION
React Front-end
<https://dan-it.com.ua/certificates/frontend/alyona-kolgasheva/>



[WORK EXPERIENCE]

Freelance

October 2023 - Present

1. Creating an adaptive portfolio website using Vue.js;
2. Implementing interactivity using JavaScript and developing an adaptive website layout.

- Using Vue.js to create adaptive website portfolio;
- Using JavaScript to create an additional interactivity on the site;
- Development of an adaptive website layout that seamlessly adjusts to screens of various sizes is underway;
- Experience with HTML5 and SCSS;
- Setting up project with the Gulp builder and npm package manager.

[ABOUT ME]

I am an aspiring developer with good understanding of React who has completed the course and created additionally a game pet-project to prove my skills.

I am focusing on result and self-improvement. If I would not understand something I have a one of the greatest developer skill - googling. I don't hesitate to read a docs or ask for help colleagues if did not found answer by myself.

I'm active seeking opportunities to apply my determination and analytical thinking. Except great salary I am looking for interesting project with handy teammates where I can contribute and improve own skills as developer.

[PROJECTS]

Chartae

It's a board game adaptation with pretty simple rules: Duel game, where Players take a role of cartographers, one Play for Water, another for Earth side Game will end when be placed last Tile (there is 9 tiles). In Player turn, he can do following things:

1. Place new Tile adjusted to another
2. Rotate existing (there is a global limit of rotation equal to 3, when it's exceeded, Player must place a Tile)

On Game End start points calculation from main Tile (wind rose). Its most difficult part, because we need to use graph to make connections between Tiles and some Tiles have 'bridge' that split Tile and block ability to connect top part with bottom. Looks like this:



Connection logic was in abstract split Tile on 8 parts, 2 on each side. We determine what type on each part. Then we build graphs between them and check connection with inner graph

You can look details, code realization on my github and ask me on interview.

<http://chartae.morel leth.com/>

<https://github.com/kolgasheva/chartae>



Shop from course

It was my last project on course. Where we had work in team of 7 people, including me. Where I was chosen as team lead. Our team developed userfriendly website on React.

It was a great challenge for me to manage team. But I had learned a lot of new in dynamic, solved team issues and extended my management skills, helped team members solve problems.

Backend was given on Node.JS. The most difficult part was to understand how the backend works and make changes that were necessary for the implementation of our project.

<https://shop-avion.onrender.com/>

<https://github.com/DoroshenkoDan/Store-Avion>

