

Oleg Ozherelev

Permanent residence:

Ready for Relocation
(now in Opava, Moravskoslezský kraj, Czech)

Contact:

e-mail: kolhovv@gmail.com
[GitHub](#) - <https://github.com/kolhov>

Technical skills:

Frontend:	Backend:	Testing/development Tools:
<ul style="list-style-type: none">• TypeScript• Vue 3• Pinia• Angular• Tailwind	<ul style="list-style-type: none">• Node.js• ExpressJs• PostgreSQL• MongoDB• Apollo GraphQL	<ul style="list-style-type: none">• Vitest• Postman• Git• Electron• Docker

Education:

Silesian University in Opava (Slezská univerzita v Opavě)
2022 – 2025
Bachelor's degree program: Modern Informatics
Specialization: Information and Communication Technologies

Supplementary education / courses:

- 2022 Czech language course, GoStudy Brno
- [Udemy] Complete C# Unity Game Developer 2D
- [ITVDN] C# for professional
- [ITVDN] .NET Developer
- Quinten Joran - Building Real-World Web Applications with Vue.js – 2023
- Vue.js Master Class 2024

Work experience:

ECHOpix s.r.o.

Developer internship
November 2023 – April 2024 (6 month)

- *I parsed all the data from the client's WordPress site with python for migration to our database.*

ECHOpix s.r.o.

Junior fullstack developer contract
April 2024 – 2025 (9 month)

- *Working on APIs, SPA CMS, and websites. Adding new functionalities, debugging.*
- *Actively participated in developing a website generator with various themes.*
- *Working on PWA application for multiple kiosks across the Czech Republic.*
- *Assistance with project dockerization.*

Stack: TypeScript, Angular, Tailwind, Electron, ExpressJs, MongoDB, GraphQL, Vitest, Docker, ...

Personal projects:

Web development:

Cloud Storage – github.com/kolhov/cloud-storage

Overview (CZ) – canva.com

A fully functional fullstack monorepo. Supabase is used for authentication and the database, files are stored on an Express.js API server, and the frontend is a Vue 3 SPA.

- Object storage
- A folder tree generated using memoization with $O(n)$ complexity.
- Direct file download using one-time download tokens.
- Ability to share files with access via link.
- Recursive folder upload with full preservation of file hierarchy.
- Reactive search through files and folders.
- Global file upload with a progress bar.
- Full file management functionality supported via a dropdown menu.
- Drag and drop upload

Stack: TypeScript, Vue 3 + Pinia, Shadcn, Tailwind, Axios, Node.js, Express.js, Supabase, PostgreSQL

Poe discord notify – github.com/kolhov/poe-discord-notify

This webworker tracks positive economic changes in the Path of Exile (PoE) game using open APIs from poe.ninja. When a positive change is detected, the utility automatically posts updates in a specified Discord channel.

Game development:

- **Demo of the Shoot 'Em Up** genre game – github.com/kolhov/TopDownShooter/releases/tag/Demo
- **Modding** with C# and Lua

School projects

Interpreter – <https://github.com/kolhov/Interpreter>

An interpreter written in TypeScript for translating Lua to JavaScript using finite-state machine

Soft Skills:

- English language at a conversational level
- Czech language at a conversational level
- A lot of teamwork experience
- Active learner
- Problem solving
- Learnability
- Stress resistance
- Independence