

# Kateryna Plakosh / Front-End Software Engineer

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## Executive Summary

Worked on solving design and engineering problems in different projects. A unique characteristic professional who specializes in implementing features in JavaScript/ES6 web applications, expert knowledge writing clean HTML and CSS, experienced in writing Adaptive and Responsive Design, strong understanding of both object-oriented and functional programming principles, experience writing modular and reusable JS code, experience using Git, GitHub, and markdown for documentation, strong problem solving algorithmic thinking and a strong foundation in how systems work, skills in testing and debugging code, front-end development experience in building complex web/mobile web applications, knowledge of development environments and scripting tools such as Shell, knowledge of the storage space, ability to complete projects with minimal supervision, good communication skills.

## Professional Experience

### XtraMath Simulator (project)

February - April 2019

- Web Application designed to help kids master basic math facts (addition, subtraction, multiplication or division). The application keeps progress information in localStorage
- Designed and implemented logic using HTML5, CSS3, JavaScript (ES6) for:
  - Home page that shows current progress chart for each math fact of chosen operation
  - Practice page logic that chooses random equations and prints them, accepts user's answer and updates localStorage
- Deployed to users machines. To start application user needs Command Line

### Forkify (project)

December 2018

- Web application designed to search recipes. This application is built with HTML5, CSS3, JavaScript (ES5), Webpack, JSON, Babel6, proxy service. API provided by food2fork.com with a wide recipe database
- The business logic of the web application, responses to different events and transformation of received data from server coded in JavaScript
- The application communicates with the server asynchronously. The source code is bundled

### Pig-game (project)

December 2018

- A two-player dice game implemented as a web application. Markup coded using HTML5 and styled with CSS3
- Successfully implemented behavior, logic, and animation according to rules of the game using JavaScript (ES6)

### Budgety (project)

December 2018

- Budget tracking and money tracking web application with easy-to-read visualization. This application developed with HTML5, CSS3, ES6
- Programmed modular code to control different functionality and logic of the application. The layout implemented using a grid system

### uHost (project)

November 2018

- Built multipage web application for hosting services with adaptive and responsive design. The multipage web application developed with HTML5, CSS3, JavaScript (ES6) and AJAX
- The layout of the application implemented using a grid system and flexbox. Developed animation effects
- Programmed responses to different events on the page for mobile menu, backdrop, etc.

## Skills

### Programing Languages

JavaScript (ES5, ES6), CSS/CSS3, HTML/HTML5, Bash

### Technologies

HTTP & RESTful API, RegEx, Sass, AJAX, JSON

### Libraries & Frameworks

Node.js

### Tools

Visual Studio Code, Version Control/Git, Command Line/Shell, Chrome DevTools, Debugger, Webpack, Babel6

## Education

### Transcarpathian State University

2010-2011 Uzhgorod, Ukraine  
Master's degree in Computer Software Engineering

### Transcarpathian State University

2008-2010 Uzhgorod, Ukraine  
Bachelor's degree in Computer Software Engineering

### Transcarpathian College of Management and Business "Erudyt"

2004-2008 Uzhgorod, Ukraine  
Associate's degree (Red Diploma) of Computer Science

## Languages

English, Russian, Ukrainian