

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 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 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 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