Vladislav Podchufarov

Full-Stack Web Developer

SUMMARY

Full-stack web developer specializing in building interactive websites and applications using modern technologies (React, Next.js, Node, GraphQL, etc).

I have a Master's degree in Computer Science, and a wide range of skills I have used to design, develop, and grow multiple websites and applications currently used by thousands of people.

SKILLS

React, Redux, TypeScript, HTML, CSS, JS, Sass, Bootstrap, Foundation, jQuery.
Backend Next.js, Node, Express, Python, Django, GraphQL, REST, MongoDB, Postgres.
UI and UX design in Figma. Many tools for creating 2D and 3D digital graphics.
Git, Linux server, Docker, Bash, SQL, Nginx, AWS, Stripe, Sendgrid, Vercel.
Soft skills Teaching people to code, running workshops, building online communities.

WORK EXPERIENCE

2017-2022 Nexy Labs • <u>nexylabs.io</u> • Founder and a Full-Stack Node/React Web Developer.

Nexy Labs is an agency that provides a full-range of web design, development, and marketing services, helping people to build, launch, and grow websites and SaaS applications. See the most interesting projects we have created (and my contributions to them) on the next page.

2016-2017 • Freelance Work • Web Developer

Various freelance gigs - helping people solve technical problems with their websites, teaching novice programmers fundamentals of web development, writing web scraping scripts, etc.

2014-2016 • Postkino FX • <u>postkino.ru</u> • Technical Artist

Technical artist at a post-production company. My job was to set up technical pipelines, write scripts, and create digital assets, helping us to speed up and optimize the VFX production workflow.

EDUCATION

2020 - 2021 University of Birmingham, Computer Science MSc (graduated with distinction).

2019 Machine Learning Bootcamp.

2013 Programming School.

BEST PROJECTS I WORKED ON

Writing Streak • writingstreak.io • built with React, Redux, Node, Next.js, Vercel, Stripe.

Writing and publishing platform that helps writers get better at their craft by tracking their progress, providing a space to share their work, and exchange feedback with the community.

I was responsible for the backend and frontend development, most of the design decisions, and contributed my skills to marketing this project as well.

The platform grew to 5000+ users from word of mouth, the most active users are using it every day for many months in a row.

Nulis • nulis.io • built with React/Redux, Node, Express. Hosted on DigitalOcean.

Nulis is a mind-mapping software that helps writers collect and organize their knowledge. I have done all the development work, designed UI and UX, and grew this tool to 2000+ users.

RPG Adventures • rpgadventures.io • built with Next.js (static), Mdx, Vercel, Stripe.

A platform for publishing adventures for table-top roleplaying games, also used to launch an adventure writing <u>course</u>.

I have done all the design and development work, and used this website to grow an active community of TTRPG creators, where 300+ students are currently attending our digital writing and adventure publishing workshops.

Godot Assets • godotassets.io • built with Next.js, React, Prisma, Vercel, AWS, Stripe.

Our goal was to create a marketplace where people can discover, publish, and sell assets for the Godot Game Engine.

I have designed and developed the platform from scratch, and used social media marketing to grow our YouTube channel to 2300+ subscribers, and build a mailing list of 1700+ subscribers.

Sketch Club • <u>sketchclub.io</u> • built with Next.js, React, Prisma, GraphQL, Apollo, Vercel, AWS. My CS Master's project. Instagram-inspired web app that helps art students to regularly practice their drawing skills. See the detailed project report <u>here</u>. 1700+ Discord members.

Other Projects

Visit my online <u>portfolio</u> to see other projects I worked on, including my Machine Learning <u>blog</u>, my gamedev <u>projects</u> and <u>tutorials</u>, my <u>digital art and design</u>, and a <u>platform</u> for discovering educational videos.