



# Tanya Vinogradova

## Software Developer

A highly motivated and adaptable professional focusing on creating web applications using JavaScript and ReactJS. Thanks to my previous project management experience, I bring a holistic approach to app development and excellent problem-solving skills.

### CONTACT

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### SKILLS

- JavaScript/TypeScript
- React
- Next.js
- Redux
- Node.js
- Express.js
- Postman
- Webpack
- MongoDB + Mongoose
- Tailwind CSS
- HTML5 + CSS3
- Git

### SOFT SKILLS

- Problem solving
- Communication
- Time management
- Teamwork
- Accountability

### EDUCATION

Bachelor of Science - BS, Biology  
Taras Shevchenko National University of Kyiv  
2016-2020

### EXPERIENCE

Career Switch to Frontend Software Developer	June 2022 - Present
Project Management Team Lead @ CIENCE Technologies	Aug 2021 - Nov 2021
Project Manager @ CIENCE Technologies	Nov 2019 - Aug 2021

### CODING EXPERIENCE

#### Support Desk App

A full-stack mobile-first support ticket system app that allows users to register, log in, view and create tickets as well as leave notes on the tickets.

- Built using **React 18**;
- Built the state management of the app with **Redux** along with Redux Toolkit;
- JSON Web Tokens (**JWT**) was used for user authentication;
- Server was built using **Node** and **Express**, **Postman** was used during development.
- Used **bcryptjs** for password salting and hashing;
- **MongoDB** was the database solution for this project along with **Mongoose**.

#### Space Invaders Game

A 2D space shoot 'em up arcade game where the player controls a spaceship and must destroy invading monsters.

- Built the game from ground up using vanilla **JavaScript**;
- All rendering, animations and visual effects are handled by **Canvas API**;
- Created matrices for enemy units which allows for complex behaviors such as bomb explosions which destroys adjacent units;
- The game is built following an OOP approach;
- Used the native requestAnimationFrame API for scripting all enemy behaviors, updates, timers and other game events.

#### House Marketplace

A marketplace application that allows users to find and list houses for sale and rent.

- Project was built with **React 18** following a mobile-first approach;
- The app uses **Firebase** along with some of its features such as the **Firestore** and authentication services;
- **Swiper.js** was used to enhance the mobile experience of the app by bringing it a native feel;

### LANGUAGES

English	fluent
German	elementary
Ukrainian	native
Russian	native

### CERTIFICATES

<a href="#">EF SET English Certificate 91/100 (C2)</a>
<a href="#">React Front To Back</a>
<a href="#">JavaScript: Understanding the Weird Parts</a>
<a href="#">20 Web Projects With Vanilla JavaScript</a>