

CONTACT INFO:

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Website: <https://n0escape.github.io/my-site/>

SKILLS:

LANGUAGES: JavaScript, TypeScript,

Python, C++, HTML, CSS

Version control systems: Git

RDBMS: My SQL

IDE: VS Code, Android Studio

OS: Microsoft Windows 10

Graphic Editing Programs: Photoshop,

Illustrator, Blender, Maya, 3ds Max,

After Effects

ENGLISH: Upper intermediate(B2) +

SOFT SKILLS: planning, manage stress,

focused, open to change, studios.

Dmytro Zavadovskyi

Front-end developer

SUMMARY

I am an easy adaptable, know variety of programming languages, enjoying self-development and learning new things. As a Front-end dev, I've worked on projects using JS, TS, React, Redux Toolkit, MUI, ect. Using my skills in Fron-end I've created various projects, that showcase his passion for coding and problem-solving

WORK EXPERIENCE

JUL 2025 - AUG 2025

Web programmer, programmer assistant (Frontend), СМАРТРЕКЛАМА, Remote

PROJECT: websites for google ads

PROJECT ROLE: Front-end developer

TASKS AND ACCOMPLISHMENTS:

- Low-code and No-code development
- Setting up hosting and connecting domain names
- Creating prompts for AI generators
- Copywriting and content creation
- Images editing
- Adaptability for devices
- Manual testing and bugs fixing

ENVIRONMENT: HTML, CSS, JS, WordPress, Elementor, Cloudflare, AI instruments, VS Code, Photoshop, Windows 10, Ubuntu

JAN 2025 - JUL 2025

Front-end developer, Topizdato, Remote

PROJECT: CRM system, webpage for giving first projects for trainees

PROJECT ROLE: Front-end developer

TASKS AND ACCOMPLISHMENTS:

- Making pages using Figma design
- Customize Material Ui components to fit design
- Being leader of Front-end group
- Building forms and their validations
- Collaborate with backenders in making endpoints
- Manual testing features of webpages
- Make api to handle request to server

ENVIRONMENT: HTML, SCSS, JS, TS, React, ReduxToolkit, RTK Query, ReactHookForms, MaterialUi, Yup, Git, VS Code, Figma, Windows 10

SEP 2024 (7 days)

Front-end developer, Venstop.pro, Ukraine Kharkiv

PROJECT: Sifu game promotion page, creating a one-page site as a technical task

PROJECT ROLE: Front-end developer

TASKS AND ACCOMPLISHMENTS:

- Create a one-page site based on the layout from Figma
- Add to site several sliders using Swiper.js
- Add feedback form with client-side validation
- Add form processing using PHPMailer
- Add adaptability to the site for different devices and browsers
- Add parallax animation to the banner section

ENVIRONMENT: HTML, SCSS, JS, Swiper.js, PHPMailer, Git, VS Code, Figma, Windows 10

FEB 2024 - AUG 2024

Front-end developer, New Water, Ukraine Kharkiv

PROJECT: site for promotion a company, creating a site using React

PROJECT ROLE: Front-end developer

TASKS AND ACCOMPLISHMENTS:

- Create a single page app
- Add to site a map with interactive markers
- Add feedback form with client-side validation
- Add form processing using external API
- Add proxy server for security using JS
- Add gallery into service description page
- Add adaptability to the site for different devices and browsers

ENVIRONMENT: HTML, CSS, JS, React, Formspree, Express.js, Git, VS Code, Figma, Windows 10

JUN 2023 - AUG 2023

Front-end developer, NTU KHPI, Ukraine Kharkiv

PROJECT: Social media project as a MS diploma, single-page front-end project based on React, Redux and external server API

PROJECT ROLE: Front-end developer

TASKS AND ACCOMPLISHMENTS:

- Create a single page app based on external API
- Add to site several forms with client-side validation
- Add several pages such as: profile, chat, users, UI settings
- Add authorization and its validation
- Testing via unit tests
- Add adaptability to the site for different devices and browsers
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ENVIRONMENT: HTML, CSS, JS, React, Redux, ReduxForm, AntDesign, Formik, TypeScript, Git, VS Code, Windows 10

MAR 2022 - MAY 2022

Front-end developer, NTU KHPI, Ukraine Kharkiv

PROJECT: Web games as a BS diploma, website with several games created with JS

PROJECT ROLE: Front-end developer

TASKS AND ACCOMPLISHMENTS:

- Create a website with canvas as a viewport of games
- Analysis of possible errors and their solution
- Development of software implementation of game levels in JS
- Connecting ready-made script components in the correct order
- Testing and troubleshooting activities

ENVIRONMENT: HTML, CSS, JS, Git, VS Code, Windows 10

EDUCATION

UNIVERSITY NTU KHPI (Ukraine, Kharkiv)

DEPARTMENT OF Institute of Education and Science in Engineering and Physics

DEGREE MS in Computer Science

GRADUATED IN: 2023

DEGREE BS in Computer Science

GRADUATED IN: 2022

CERTIFICATIONS

Certificate SoftServe IT Academy — Web UI. Essentials Crash Course