**PAVEL NEDZELSKIY**

Objective

Get a position of Middle Web Developer with ability take Senior/Team Lead positions in future

Summary

IT Experience 10+ years  
Web Programming - 5+ years  
Drafting of technical documentation and testing – 3+ years

Experience in develop web applications for different purposes (e-shops, personal sites, landing pages etc)

Highly motivated, sociable, able to work in team, ready to learn, flexible.

Personal

Date of birth: October 24, 1986.  
Contacts: +38 (068) 591-22-48, [pavel.nedzelskiy@gmail.com](mailto:pavel.nedzelskiy@gmail.com)  
Personal Site: [www.nedzelskiy.tk](http://www.nedzelskiy.tk)

Education

Kyiv National University of Technology and Design, faculty of Mechatronics and Computer Technologies, specialty "Computer-aided technological processes and manufactures" (full-time student). Graduated in 2008.

Skills

Operation systems: MS Windows - 10+ years, Linux (Debian) - 3+ years.  
Web Programming:   
 HTML, CSS, JS, jQuery, PHP, Twig  –   5+ years.  
 Yii, Yii2, NodeJs, Silex, sass, Jasmine, Mocha, php unit, LoDash, Ejs  –  1 year.  
Databases: MySQL - 3+ years.

Less than 1 year: Twitter bootstrap, ECMAScript, Typescript, Backbone, Sails, Angular, Sequelize, Vue, MongoDB, Mongoose, Redis, PostgreSQL.

Other: git, gulp, Composer, Npm, Bower, Apache, Nginx, curl, BEM methodologic, IDE Netbeans/Webstorm/Atom.

Languages: English - Pre-intermediate, Russian and Ukrainian - native.

Experience Records

July 2015 – Present Time  
Fironet

Project ucargo

Development from scratch of a new, ambitious project of the Lithuanian company Cargo. This is b2b project similar to uber system. The technologies used : NodeJS, Express, SailsJS, Vue, Mysql, Sequelize, Mocha, Jasmine and others.

November 2015 – Present Time  
Fironet

Project Trainer (<http://trener.ua>)

Developing from scratch of new project "Trainer" - sport trainer search. Project is available in 8 languages and will be launched in 7 countries (currently is launched in Ukraine).

Some videos about this project:  
<https://www.youtube.com/embed/cfzVjXyNFfo><https://www.youtube.com/embed/6lQYT56Bu6U><https://www.youtube.com/embed/BdMkJnWwcUU>

Responsibilities:

* creating of project's architecture from scratch;
* choosing of web technologies;
* creating of UI, participation in design of UI;
* creating site from psd layout;
* creating of client and server parts;
* design, creating and filling of database (parsing of information from different sources);
* creating modules for interaction with the API of social networks and Google Maps;
* creating of logging and migration systems;
* creating project build system;
* testing using php unit;
* installation and configuration of the virtual hosting;
* deploy web applications to the virtual hosting;
* maintenance, update, production deploy.

Technologies of trener.ua:

Server-side:

* PHP;
* Silex Framework (with modules);
* MySQL Date Base (innodb, multi triggers support);
* Twig Templater;
* PHP Active Record ORM;
* Phinx Migration Engine;
* SCSS (gulp compile);
* Gulp (project builder)
* Monolog Logger;
* PHP Unit Test;
* PHP WebTestCase;
* Social API;
* Google Maps API.

Standart PSR, Component render elements, MVC Project Structure, Git

Client-side:

* HTML 5;
* CSS3;
* Native Javascript;
* Jquery Library;
* Jquery UI;
* Twig Template render Lib;
* Bootstrap 4

Module js architecture, Ajax, Json

May 2015 – November 2015  
Adphone ([www.adphone.biz](http://www.adphone.biz))

Position: Middle WEB Developer

Responsibilities:

• development of new functionality and refactoring (Yii/Yii2);  
• development and decoration of web pages (HTML4/5, CSS2/3, SASS for desktop and mobile versions);  
• development of client-side functionality (Javascript, jQuery, jQuery UI);  
• development of server-side part (PHP5);  
• database support (PostgreSQL, Redis).

July 2012 - April 2015  
Freelance projects, own projects (GIFTS, JPAC)

Position: Full stack developer

Achievements:

• design with landing principles;  
• navigation capability improvement;  
• front-end development ( including AJAX technology);  
• design to supports different gadgets.  
• development of online browser game with Javascript, which supports different   
 levels and multiplayer mode;  
• development of friendly environment for testing;  
• creation of a movie about game.  
• development of cross-browser online shop with MVC design pattern;  
• development of administrator's interface;  
• ordering with AJAX.

September 2008 - May 2015  
Parus Corporation

Position: Technical writer and tester  
Responsibilities:

• creation of different documentation and guides for users and administrators;  
• testing of modules developed with Java and Delphi.