

Vladyslav Stadnyk Software engineer

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Github | Portfolio | Linkedin

Skills:

RUBY RAILS **JAVASCRIPT NODEJS** REACT **REDUX** HTML5 CSS3 MONGODB **POSTGRESQL JQUERY GIT RSPEC** SCSS **AWS** TDD

Education

App Academy 07/17 - 09/17

 1000-hour full stack web development program with <3% acceptance rate

Donetsk National Technical University

09/2009 - 06/2013

 B.A., Economics and Management

Experience

Software engineer, Code&Care

July 2016 - Jan. 2017

- Designed and coded webpages at <u>clockbeats.com</u> using React + Redux, CSS3, HTML5
- Responsible for frontend application architecture, UI implementation

Stock trader, T3 Trading group LLC

Feb. 2016 - July 2016

 Formulated algorithms to search for real-time mathematical indicators, and flag which trades are worth executing

Web developer, New Lion Studio

August 2015 - Jan. 2017

- Collaborated with art directors, project managers, and designers to develop website's main page using JS, CSS3, HTML5, SASS <u>Live</u>
- Tested front-end code in multiple browsers to ensure cross-browser compatibility.

Sales manager, Propan ViV

Sept. 2013 - June 2014

- Increased sales of company from year 2013 to year 2014 with a 15% margin
- Monitored the performance of different personnel associated with a project

Projects

SportBnB | Rails, React, Redux, PostgreSQL

Live / GitHub

Marketplace App inspired by TaskRabbit

- · Implemented conditional functionality and rendering for two types of users
- Ensured data security with customized front-end and back-end authentication system hashing password digest
- Implemented real-time filtering by borrowing information already exist in users table

jQueryLight | JavaScript, HTML5, CSS3

Live / GitHub

¡QueryLight is a lightweight JavaScript library inspired by ¡Query.

- Utilized DOM API to implement DOM manipulation functionality
- Created 14 API methods for traversal, event handling and making AJAX requests

WalkingDad | JavaScript, jQuery,CSS3, Canvas

Live / GitHub

Educational game which teaches you how to code using simple examples

- Implemented a dynamic collision detection system using calculation of positions
- Created custom modals using jQuery that indicate game states allowing for better UX