Ivan Panifedov

Front-end developer

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portfolio: panifedov.github.io

Efficient developer with a rich experience in various fields and a passion for new technologies.
Have proactive attitude towards the work-flow and live in general

Tech skills & stack

Abstraction Basics
• KISS, DRY
• SOLID principles
• Design Patterns understanding
• Singleton
• State
• Iterator
• Observer

Tools & Environment
• Vscode
• Linux(Ubuntu)
• Docker
• Postman
• Slack
• Atlassian suit
• Notion

FE development
• HTML
• JS, TS
• CSS (ScSS, SASS)
• DOM & BOM interaction
• Figma

VueJS
• vuex
• router
• conditional rendering
• props-events
• mixins, filters
• global event bus
• scoped slots
• REST API
• UI Frameworks & customization

GIT
• git flow (PR -> dev/master)
• PRs reviewing
• git conflicts resolving
• cherry-picking
• SSH deploy to production and npm build(AWS + ServerPilot Ubuntu)

NPM
• packages search, selection, and implementation
• conflicting versions resolvement
• packages CSS override (VuePrime, vue-swiper, etc.)

CMS / Frameworks
• Laravel 8
  • endpoints adjustments
• Wordpress

Soft Skills

• Daily reporting
• Comprehensive educated
• Attentive for details

• Task decomposition
• Collaborative
• Teammates guidance

My mentor taught me well that "dev who asks a question can look dummy for 5 minutes, dev who never asks a question - is dummy for life"

Languages

• English – B1/B2

• Belarusian – native

• Russian – native

Education

Belarusian State Academy of Music, music teacher 2019-2022

Recent projects

Project	SaaS solution for DIY crafting with social network features
Period	June 2022 – Present
Project Roles	Front end developer

Tasks executed	• Develop components based on Figma mockups
	• Responsive markup
	• JSON API (REST) integration in collaboration with BE developer
	• FE features implemented:
	    • Auth (JWT), FE + server-side validation with HTTP status codes handling
	    • Catalog with sorting/filtering, product-page, gallery
	    • Implemented and customize touch-interactive elements (Swiper)
	    • Profile editor with Avatar uploader/cropper
	    • Create Interfaces of core-feature components: scheme voice-reading and visual grid scheme editor
	    • Worked over canvas-based paint-like editor functionality (konva)

Project	Gambling Widget for streamers + management dashboard
Period	October 2021 – December 2021
Project Roles	Front end developer, PjM, Designer

Tasks executed	• Full application specification
	• Design the main interface mockups from scratch
	• JSON API (REST) integration in collaboration with BE developer
	• User Flow and Data Flow (BE <--> FE) scripting
	• Full FE implementation:
	    • Dynamic widgets for screen capture (2)
	    • CRUD interface
	    • Auth (JWT), token refresh
	    • Cross-app logic
	    • Landing Page
	• Production SSH FE deployment

Project	CRM for e-commerce
Period	July 2021 – September 2021
Project Roles	Front end developer
Tasks executed	• Development new modules with VueJS & Quasar framework • Communication with BE by internal API • 3rd party API integration, SMS

Project	Snake
Period	May 2021 – June 2021
Project Roles	Architect, Front end developer, designer
Tasks executed	• Designed and developed all in-game conditional rendering algorithms with VueJS • Developed figures movement and rotation logic, collision detection • Implement state manager • Implement sprite based sound effects

Project	E-commerce catalog
Period	March 2021 – May 2021
Project Roles	Front end developer

Tasks executed	• Created local running web application on HTML + vanilla JS
	• Stylize all the pages according to Figma mockups (opensource)
	• Migrated project to VueJS
	• Full FE implementation:
	    • Catalog, product card, cart page interlinked with vuex and router
	    • Rendering catalog from external source
	    • Google maps integration
	• Deployment