

Pavel Savchenko

Looking for JavaScript/TypeScript Developer Roles

Minsk, Belarus

January 13, 1995

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[LinkedIn](#)

PROJECTS

[Forkify](#)

A recipe finder web app that allows users to search over 1 million recipes. The features include: bookmarking recipes, adding new recipes, and calculating ingredient amounts based on the number of servings. It is built using the MVC design pattern.

[WorldWise](#)

A digital travel diary web app that allows users to keep track of their travel destinations. For each destination, the trip date and personal notes can be added. It is built using React, React Context API, React Router, Leaflet.

[Gwent-Based Game](#)

A single-player game inspired by the Gwent mini-game from The Witcher 3, designed and built from scratch by me. The features include: playing against a computer opponent, card perks and a virtual coin toss simulation for deciding if the user goes first. Evolution TypeScript Bootcamp final project, built using TypeScript, React & MobX.

Portfolio with other projects: [link](#)

EXPERIENCE

Evolution TypeScript Bootcamp / Internship

JANUARY 2023 - MAY 2023

Studied TypeScript, React, Redux, MobX, Git, PixiJS, Babylon.js & Unit Testing. Designed, built and presented a final project using the knowledge acquired.

EDUCATION & COURSES

The Complete JavaScript Course 2023: From Zero to Expert

2023, UDEMY

Advanced studies of JavaScript. Built six projects as part of the course.

IT Academy / HTML/CSS & Basics of JS

2019, MINSK, BELARUS

Studied the basics of JavaScript as well as HTML and CSS. Completed and presented a final project using the knowledge acquired.

ISEI BSU / Ecologist

2012-2016, MINSK, BELARUS

SKILLS

HTML/CSS, SASS, Bootstrap

JavaScript, TypeScript, React

Redux, MobX, Git

Babylon.js, PixiJS, Unit Testing

Figma

LANGUAGES

English - B1

Russian - Native

Polish - B1

HOBBIES

Playing video games

Playing electric guitar

Writing music

Film photography

Reading