

Pavel Savchenko

Looking for JavaScript/TypeScript Developer Roles

Minsk, Belarus

January 13, 1995

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PROJECTS

The Wild Oasis

An app for hotel employees. Log-in is necessary to use the app. New users can only be signed up inside the application. The initial app screen is a dashboard with information for the last 7, 30, 90 days. The app contains data on cabins, bookings and guests, arranged into tables. Depending on the table, users can add, edit, delete data; check in, check out bookings.

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.

Fast React Pizza

An application where users can order one or more pizzas from a menu. No account or login is required to use the app. The pizza menu is loaded from an API. It is built using React, Redux and TailwindCSS.

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 Ultimate React Course 2024: React, Redux & More

2024, UDEMY

Advanced studies of React. Built eight projects as part of the course.

The Complete JavaScript Course 2023: From Zero to Expert

2023, UDEMY

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

ISEI BSU / Ecologist

2012-2016, MINSK, BELARUS

SKILLS

HTML/CSS, SASS, Bootstrap

JavaScript, TypeScript, React

Next.js, 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