

# Roman Malets

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## OBJECTIVE

Getting a position of JavaScript developer.

## SUMMARY

Experience in web-development for over 1.5 years, mostly worked with 2D/3D graphics Javascript / Canvas / WebGL. Also, I have an experience using NodeJS / MongoDB / HTML / CSS / Bootstrap.

I am able to learn quickly, have good analytical skills, and cooperate well in a team.

## EXPERIENCE

### Javascript Developer at NextWebGame studios 2015 2016

- DendoTree( [beta3.nl](#) - beta version ) - Complex photo tree diagram developed on Canvas. Used technologies: Drag&Drop, HTML5, CSS3, JavaScript, Canvas, NodeJS;
- ThreeJS editor - editor for creating and editing 3D scene in browser. Used technologies: JavaScript, WebGL, ThreeJS, HTML, CSS;
- LoLT - 3D browser game. Used technologies: JavaScript, WebGL, ThreeJS, NodeJS;

### Javascript Developer, freelance 2015

- [eToggler.com](#) - developed chrome extension and UI. Used technologies: Javascript, jQuery, HTML, CSS, Bootstrap;

## EDUCATION

2010—2014

Taras Shevchenko National University of Kiev, Cybernetics, specialised in 'Informatics', bachelor's degree.

## SKILLS

Programming/Languages:

- JavaScript, AJAX, Canvas;
- HTML, CSS, XML, JSON;
- NodeJS, ExpressJS, MongoDB;
- jQuery, fabricJS, ThreeJS, Bootstrap;