

SUMMARY



Name: Roman

Date of Birth: 13/12/1996

City: Kyiv

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MAIN SKILLS:

- HTML5, CSS3, JavaScript (ES6);
- React.js, Redux;
- Git (GitHub, GitLab, Bitbucket) / SVN;

EXPERIENCE WITH:

- Jest;
- MongoDB;
- Adobe Photoshop, Figma;
- SparkAR;
- Docker;
- Node.js;
- Insomnia, Robo3T;
- Blender, Maya;

PROFESSIONAL EXPERIENCE:

- ❖ EdCartel (2019.09 - 2019.12) - frontend developer:
technology: HTML, CSS(Bootstrap), JS, Laravel;
- ❖ Comin (2020.02 - 2020.05) - frontend developer:
technology: HTML, CSS(SCSS), JS, React.js;
- ❖ PlayToMax (2020.05 – 2021.11) – JavaScript game developer:
technology: JS, Pixi.js, Howler.js , Tween.js, internal engine, Node.js;
- ❖ Unicorn (2021.11 – until today) - JavaScript full-stack developer:
technology: JS, React.js, Node.js , MongoDB, internal engine, Jest;

FEW WORDS ABOUT MYSELF:

By education I civil engineer.

I am not afraid of difficulties.

I aspire to gain practical experience - I think this is the best way to develop skills.