

# Valentyn H.

## FRONTEND DEVELOPER



valentinwdev@gmail.com

[Telegram](#)

LinkedIn: [Valentyn A. H.](#)

[GitHub](#)

Warsaw, Poland/remote, relocate

### SUMMARY

**Motivated Full-Stack Developer** with a strong foundation in JavaScript, TypeScript, React, and Node.js. Successfully developed multiple projects, including an interactive To-Do application and a 2048 game, implementing advanced API integrations, state management, and responsive UI design. Proficient in front-end and back-end technologies such as Redux, Vite, Sass, PostgreSQL, and Express. Experienced in optimizing web applications, ensuring smooth performance and scalability. Passionate about creating efficient, user-friendly solutions and continuously improving technical skills. Open to remote and relocation opportunities in innovative projects with a focus on modern web development.

### SKILLS

- Typescript, JavaScript
- React, Redux-toolkit
- HTML5, CSS3, Sass (SCSS), BEM
- Node.js, Express
- Fetch, REST API, Web sockets
- SQL, PostgreSQL, Sequelize
- Git Webpack, Vite, Babel, Docker, ESLint, Prettier
- Algorithms: Solved XXX katas on CodeWars
- Basic OOP understanding
- Knowledge of SDLC, Waterfall, Agile concepts (Scrum, Kanban)
- **English:** intermediate, **Ukrainian:** Native, **Polish:** Pre-Intermediate

## EXPERIENCE

### Frontend Developer, From Nov 2023

Technologies: JavaScript, TypeScript, React, Redux, HTML, CSS (SCSS), BEM, Node.js, Express, PostgreSQL, Git, Agile (Scrum, Kanban)

- Developed interactive **React applications** using TypeScript and Redux.
- Built **responsive and pixel-perfect UI components** based on Figma designs.
- Integrated **REST API**, optimized data fetching, and improved frontend performance.
- Implemented **state management** solutions for complex applications.
- Worked with **Git (GitHub/GitLab)** for version control and code collaboration.
- Applied **Agile methodologies (Scrum, Kanban)** to manage project workflows effectively.

### Portfolio:

**Bose** - This is a landing page designed for product presentation. It showcases featured products with descriptions and prices but does not include direct purchasing functionality. The main goal is to attract potential customers, provide product information, and encourage engagement through contact options. While it is not a full e-commerce site, it could be expanded into one by adding a shopping cart, checkout system, and payment processing.

- [Demo LINK](#)
- [GitHub Code](#)

**2048 Game** - This is a browser-based 2048 game created using HTML, CSS (SCSS), and JavaScript, with DOM (Document Object Model) handling the interface updates. Game Description 2048 is a puzzle game where the player moves numbered tiles on a 4×4 grid, merging identical values. The goal is to reach 2048. Each move shifts the tiles in one direction, and a new number (2 or 4) appears in a random empty cell. The game ends when there are no available moves or when a tile reaches 2048.

- [Demo LINK](#)
- [GitHub Code](#)

**To Do** - Project Description: Interactive To-Do App using React & TypeScript This project is an interactive To-Do application built with React, TypeScript, Vite, and Sass. The application allows users to add, edit, delete, and filter tasks, while also interacting with an API.

- [Demo LINK](#)
- [GitHub Code](#)

## EDUCATION

**Institution:** Ternopil Ivan Puluj National Technical University

**Qualification and Degree:** Bachelor's Degree in Computer Science

**Dates Attended:** 2020 – 2024

## ADDITIONAL EDUCATION

- Full-stack course at Mate academy (Git, HTML, CSS, JavaScript, Typescript, React, Web)
- Full-Stack Developer at Mimo (HTML, CSS, JavaScript, React, Express, SQL)

## ACHIEVEMENTS

- Maintained an active GitHub
- Read "Grokking Algorithms" to improve understanding of data structures and algorithms
- Read "JavaScript for Kids" to strengthen JavaScript fundamentals and problem-solving skills
- Developed an open-source DICOM medical imaging viewer using C++, Qt, and QCustomPlot, implementing image visualization, PACS system integration, and scalable architecture as part of my Bachelor's thesis (2023–2024)
- Built and monetized a Telegram channel, generating \$10,000 in revenue
- Created a YouTube channel, reaching 11,000 subscribers and 1.5M+ views with only 15 videos