VALERIIA ANISIMOVA

Computer Scientist and Web Developer

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Summary

I am passionate about computer science, with a strong background in front-end development and applied mathematical concepts. I have created several websites and interactive projects inspired by areas such as game theory, probability, data compression, and fractals, both independently and in collaboration with others. My hands-on experience with real-world projects has deepened my interest in programming and web technologies, and I look forward to continuing my academic and professional growth in this field.

Experience

Freelance Web Developer

Remote Coders 2023 - Present

- Completed 10+ web development projects for individual clients and small businesses, including interactive websites, algorithmbased tools, and Telegram bots.
- Designed and implemented custom solutions using JavaScript, Python, and database integration.
- Applied mathematical and computational concepts such as game theory, probability, data compression, steganography, and fractals to real-world projects.
- · Managed project timelines, client communications, and full-cycle deployment independently.
- Enhanced user experience by developing responsive interfaces and interactive visualizations for data-driven applications.

Front-End Development Assistant

London, UK

Independent project

2024 - 2025

- · Contributed to UI design, testing, and implementation of mathematical algorithms.
- · Collaborated on creative and technically challenging projects focused on visualization and data modeling.
- Developed websites demonstrating complex mathematical concepts.
- Supported development of 5+ web apps by assisting a professional developer with coding and debugging tasks.

Education

MEI "EC No. 136" DCC School

Dnipro, Ukraine

2025

Skills

Hard Skills:

HTML · CSS · JavaScript · Responsive Web Design · Version Control (Git) · React · Canva · Algorithms · Figma · Python · UI/UX Design

 $Soft \ Skills: Problem-solving \cdot Team \ collaboration \cdot Effective \ communication \cdot Adaptability \cdot Time \ management$

Training / Courses

Introduction to Programming — Course exploring foundational concepts in programming and software development.

Algorithms and Data Structures — Course on the theoretical aspects of computer science, including algorithms and complexity.

Projects

Game of Probabilities 2025

Created interactive educational game teaching probability and combinatorics through dice, coins, and mini-games.

Fractals Project (Contact Visualization)

2025

A fractal tree-based visualization for managing personal contacts, assigning significance levels, roles, and statuses. Combines mathematical structures with practical organizational tools.

Projects

Markov Chains Snake 2025

A Snake game where the snake learns using Markov chains, adapting its moves probabilistically based on previous successes. Demonstrates machine learning principles in a playful environment.

Compression Project (Text-to-Art & Music)

2025

A web application that transforms text into music, rhythms, and pixel art using compression algorithms such as Huffman coding and RLE. Combines computational thinking with creative outputs.