# Vasyl Polishchuk



## SUMMARY

Full-stack engineer with 3+ years of experience building and shipping production web applications. I have a great eye for user interfaces and quickly turn ideas into high-quality software.

# Work experience

Sparta Grounds 2023 - present

- Rebuilt main site using Astro, for better performance and developer experience
- Built client portal handling invoicing, orders, and customer communications
- Integrated PayPal/Interac payment processing
- Lead technical decisions for new features

Upwork freelance 2022 - present

- Maintained 100% Job success score across 40+ projects
- Delivered production websites and applications for US/international clients
- Specialized in rapid prototyping and full-stack development

# **PROJECTS**

## Unfiddle — Operations platform for procurement teams

View live

Real-time collaborative platform replacing spreadsheets for procurement workflows. Built with Cloudflare Workers for zero infra costs, features order management, extensive analytics, and integrated whiteboard. Open source - view it here.

#### Sanao — Natural health remedies search

View live

Consumer health product with AI-powered search using Google's Gemini and web scraping. Designed the complete UI/UX and branding. Implemented subscription plans and internationalization. Open source - view it here.

### Production client sites

View more

417 Recovery — healthcare provider marketing site with appointment booking Tutorials Point — front-end development for education platform Volunteers for Ukraine — marketing site for a non-profit organization

#### Tracker — personal app

View live

The app I created for myself to track my work hours and earnings.

## SKILLS

Core: TypeScript, JavaScript, React, Solid, Astro, Next.js, TailwindCSS, Git, Monorepos,

TanStack, Vite

Backend: Node, Hono, Express, tRPC, Bun

Databases: PostgreSQL, MySQL, SQLite, Prisma, Drizzle, Supabase, Convex, Redis

Infrastructure: Cloudflare, DigitalOcean, Fly.io, Docker, Railway, VPS, Vercel

**Design:** Figma