## Vovoka.space <- contact me now!

NAME VLADIMIR POLANSKY

FRONTEND DEVELOPER BATUMI. GEORGIA

CONTACTS VOVOKA.SPACE

SKILLS REACT, GATSBY

TYPESCRIPT, JAVASCRIPT

HTML5/CSS3 (SCSS/MATERIAL UI)

NODE.JS

MONGODB, GRAPHQL, MYSQL REACT TESTING LIBRARY, JEST

GIT, WEBPACK, ESLINT

APP DESIGN BEST PRACTICES, MVC UNDERSTANDING OF UI/UX, AGILE

EXPERIENCE FRONTEND DEVELOPER

DECEMBER 2021 - PRESENT

REACT, TYPESCRIPT, JAVASCRIPT, NODE.JS, HTML, CSS

I developed over 15 web apps under the multilevel frontend training program of RSS (30-40 hours of practice per week) and several pet projects. Teamlead experience.

WEDDING/PORTRAIT PHOTOGRAPHER

2011 - 2020

WORDPRESS, HTML, CSS, JAVASCRIPT, PHP, MYSQL

I created over 10 Wordpress websites. I was doing SEO, UX/UI, product strategy, customer journey, SMM, marketing, sales, Google ads, and communication with foreigners.

EDUCATION THE ROLLING SCOPES SCHOOL

DECEMBER 2021 - NOVEMBER 2022

FRONTEND DEVELOPER

Frontend courses: «Preschool», «Stage #1», «Stage #2», «React»

**BELARUSIAN STATE AGRARIAN TECHNICAL UNIVERSITY** ELECTRICAL ENGINEER

1993 - 1998

LANGUAGES

**ENGLISH** 

INTERMEDIATE (B1)

Keep improving everyday

BELARUSIAN

NATIVE

RUSSIAN

 $\mathsf{NATIVE}$ 

**ABOUT** 

During the year I gained extensive experience and knowledge on how to design an application that will be extensible in the future and convert it into components that can be easily extended and reused. I have experience to deliver results within project's resources and time constraints.

Programming is my passion since I was in school. I love to travel and communicate. I've visited 14 countries. I'm happy to meet new people. I like team sports, music and board games.

I think I have good communication skills to articulate thoughts clearly. If I don't know something, I'll go and find out. Then I'll share this knowledge with colleagues.

INTERESTS

PROGRAMMING, CREATING APPS
INNOVATIVE AND CLOUD TECHNOLOGIES
TRAVELING, MEET NEW PEOPLE, LEARN NEW THINGS
BASKETBALL, TABLE TENNIS
BOARD GAMES
PLAY GUITAR