







YURII YAROSHENKO


Frontend developer
30 000 hrn/mnth

Hello, my name is Yurii – pleased to meet you! I'm working with html/css/js - that's pretty much it. Now i'm open to interesting job offer. I'd like to work on new interesting and challenging projects. I'd even kinda enjoy that, in some weird way. So, if you have some, I'm ready to handle with them.

  [+38\(098\)748-69-78](tel:+380987486978)

 [yura1-2](#)

 yura12323@gmail.com

 [yurayarosh](#)

 [Codesandbox](#)



WORK EXPERIENCE

Frontend developer

"Demiweb"

04/2019 – present time

Tasks: creating markup from mockups, creating animations, adding some functional behaviour. Stack: Nunjucks, Sass, BEM

Junior frontend developer, Frontend developer

"Coderiver"

08/2017 – 03/2019

Work in team. Tasks: creating markup from mockups, creating easy animations, WordPress edits. Stack: Nunjucks, Jade/Pug, Sass/Scss, BEM



EDUCATION

Master's degree

National Transport University

09/2007 – 05/2012

Manufacturing, repair and restoration of vehicles

</> PROJECTS

Центр. баре

Challenging task was to add custom smooth scrolling to site. It should be working depending on screen width, user device or page, that user on.

Were used modern methods, such as `IntersectionObserver` and `MutationObserver`.

Mario

Main challenge was to create animation, using video and its frames on About page. To make it were used `Canvas`, `position: sticky`, `scroll event`, and `IntersectionObserver` to delay loading content. Also, for optimization, depending on screen width and device, there are different types of animation.

Optimum Led

Was made custom fullpage pagination with using `anime.js` library.

There were a lot of videos and images, so was used

`IntersectionObserver` to optimize their loading.

✓ SKILLS

HTML

CSS

JavaScript

Vue.js

WordPress

Nunjucks

Pug/Jade

Sass/Scss

Gulp

Webpack

⋮ OTHER

My NPM packages

Custom select

Fullpage pagination

Popup

Animate in viewport