

Dmytro Tarabanov

I implement designers' fantasies, taking into account the wishes of the backend with high performance

Work Experience

Netgame

Position: Senior JavaScript Developer (Vue) 06.2023 – to present

Software provider in the IGaming industry. While working in the company/ my tasks included:

- working on the project performance
- migrate from Vue2 to Vue3

UBjs

Position: JavaScript Developer (Vue) 08.2021 – 01.2023

The main purpose of UnityBase is to provide a set of modules for rapid development of RMS and EDRMS class software. During I have worked on the project: was creating new components on Vue

- was creating new components on Vue
- rewrite old components from ExtJs on Vue
- was refactoring and was fixing bugs in legacy code

TORI

Position: JavaScript Developer (Vue) 11.2018 – 06.2021

TORI is a flexible HRIS management system with a corporate portal and recruitment features inside. During I have worked on the project:

- was building the architecture of the client part
- was implementing dynamic construction and display of page
- was creating new components on Vue
- definitely – was implementing Figma design in HTML, CSS and JS
- was working with graphics (Canvas)
- was writing tests for components
- was doing code-review other developers
- was working closely with backend developers, QA and designers
- was discussing with the customer new features
- and many other things that were needed to create an HRIS system

Lords MMO RTS

Position: JavaScript Full Stack Developer 06.2017-08.2018

Contact

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Skills

- Javascript
- Vue
- HTML
- CSS
- NodeJs
- MongoDB
- Nuxt
- Vuex
- Pinia
- WebSoket
- SCSS
- Less
- Puppeteer
- Canvas
- Git
- Jira
- Figma

Lords it is MMO RTS game in isometric view. Personal project. During I have worked on the project:

- was building the architecture of the client and backend parts
- was developing the architecture of interaction between online players
- was developing the rules of the game
- was working on autorization and autefication
- was working with graphic (Canvas)

DoBuy

Position: JavaScript Full Stack Developer 06.2017-08.2018

DoBuy it is online-shop. Personal project. Completely implemented by me. During I have worked on the project:

- was building the architecture of the client and backend parts
- no third-party plugins were used when creating
- was designing data base
- integrated filtering, sorting goods; pagination
- my pride: developed a system for online measurements of clothing

BetParser

Position: JavaScript Full Stack Developer 08.2021-02.2022

Parser of bookmaker's sites, for searching surebets Personal project. Not in the public domain. The application allows you to find surebets in real time. During I have worked on the project:

- was building the architecture of the client and backend parts
- was designing data base
- creating parsing system
- created system of matching commands names