

Dmitry Smelyanskiy

Front End Developer

Short development cycle - the key to rapid growth

Date of Birth: 19/01/1985

Location: Kyiv, Ukraine

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General info:

My key features as of a frontend web developer – the use of up-to-date technologies, full control over the code and searching for the best solutions. I always try to be aware of the latest achievements in the IT world. I prefer to use the minimum of dependencies on the projects, which allows me to control the quality of the code and make improvements quickly. I have my own web projects and start-up ideas, which give me an opportunity to use the most modern solutions. My main goal is to present complex as a simple. No matter how complex the internal logic, to the user it should be simple and usable.

Work experience:

January 2015 – present

Freelancer, Personal business projects

Position: FrontEnd/Software Developer

February 2013 – January 2015

Devellar (www.devellar.com) - IT Outsourcing company

Position: Front End Developer

Responsibilities: I developed new product websites and maintained existing product websites for the Devellar company (more than 50 websites). I created an optimized method for responsive layouts without the 'key points hell'.

March 2012 – February 2013

Roomster Company (www.roomster.com), USA

Position: Front End Developer

Responsibilities: work on a big project – new UI creation, re-design and development of new features of the successful American site for booking and renting apartments & houses worldwide.

October 2010 – March 2012

Independent contractor (www.mydeco.com) – remote

Position: Web 3D developer

Responsibilities: development 3d models for web interactive solution Mydeco 3d Room Planner (<https://www.youtube.com/watch?v=JNHsmYIKoTc>) of the British company – MyDeco. Web 3D developer.

June 2008 – October 2010

BuntarMedia (Computer Graphics Studio) www.buntarmedia.com

Position: 3D artist/Web Developer/Project Manager

Responsibilities: Full-cycle development of interactive Web 3D solutions: scripting, modelling, texturing, visualization, web integration.

February 2008 – May 2008

Caskad Luhansk (Architectural agency)

Position: 3D Engineer

Responsibilities: 3D content creation, development of 3D architectural projects.

Education:

2002 — 2007

Volodymyr Dahl East Ukrainian National University

Engineering, Specialist

Skills:

HTML5, CSS3 (RWD, pixel perfect slicing, flexbox), SVG, Canvas, Bootstrap, JavaScript (native JavaScript, ES6/7, OOP, Design patterns, jQuery, AJAX, WebSocket, threeJS, VueJS, ReactJS, Angular, Gulp, Webpack), NodeJS, PHP, Python (Django), MVC, ASP.NET, PostgreSQL, SQLite, MongoDB.

Windows, Linux, Git, Jira, Visual Studio, Adobe Photoshop