

Чередниченко Алексей

FRONT-END DEVELOPER

🔄 21 вересня 2022 📍 Місто: [Київ](#)

Вік: 32 роки

Режим роботи: повний робочий день, віддалена робота

Категорії: IT, WEB фахівці, Дизайн, творчість



[Увійдіть](#) або [зареєструйтеся](#) на сайті як роботодавець, щоб бачити контактну інформацію.

Опис

Education

Taras Shevchenko National University of Kyiv,
Department of Physics of Functional Materials

Projects

Azul, board game

Azul is an abstract strategy board game for 2 -4 players.

Technologies used: ReactJS, Redux, css modules, vanilla js
drag'n'drop

Space Shooter, 2d game

This game was inspired, when I practiced css transitions,
so all animation here works on js and css transitions (now
i would rather do it with HTML <canvas>)

Game is written on vanilla javascript, with no additional
libraries used

Tasky, todomlist

As you know there is no junior developer portfolio with-
out todomlist project) so here is mine.

Technologies used: ReactJS, Typescript, React Beautiful
DnD

azul35.herokuapp.com/

github.com/LeCherry35/AZUL-game

space-shooter35.herokuapp.com/

github.com/LeCherry35/Shooter

tasky35.herokuapp.com/

github.com/LeCherry35/Tasky

Hard Skills

HTML5/CSS3

JavaScript

jQuery

React

Redux

Typescript

Languages

Ukrainian

Russian
English
native
native
C1

Soft Skills

Clear communication
Attention to detail
Active Learning
Additional
Adobe Photoshop
Adobe Illustrator
Adobe AE
Adobe Premiere
Figma

Portfolio: → drive.google.com/file/d/1JC4DwqsashHR2RxKdasvJpy0sqWUX4lh/view