Ivan Driuk

Frontend React Developer

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SUMMARY

Experienced React Developer with 5+ years of experience in building complex web and mobile applications. Skilled in Javascript / Typescript, React.js, Node.js, Redux, and Next.js. Proven track record of delivering high-quality projects on time and within budget. Excellent team player and mentor.

EXPERIENCE

Sloboda Studio *(Feb 2021 - Jan 2023)* Position: Front-End/React Developer

Designed and developed front-end web applications using React and Redux. Collaborated with cross-functional teams to ensure project requirements were met within the given timeline. Worked on integrating third-party APIs to enhance application functionality. Implemented responsive and user-friendly interfaces using HTML and CSS. Utilized Git for version control and collaborated with the team on code reviews.

Zaraffasoft *(Jul 2018 - May 2020)* Position: React/React Native Developer

Developed and maintained mobile applications for both iOS and Android platforms using React Native and Redux. Contributed to the development of web applications using React.js and Redux. Implemented push notifications and in-app messaging features for mobile applications. Improved application performance and user experience by optimizing app size, network requests, and animations.

DispatchHub *(Dec 2015 - Dec 2016)* Fullstack React.js + Node.js Javascript Developer

MyBiz *(Jan 2015 - Dec 2015)* Fullstack (Angular 1 + ZendFramework), javascript, php developer

SKILLS

- Strong knowledge of React.js, Redux, JavaScript, HTML, and CSS.
- Familiarity with TypeScript, Next.js, Node.js, Tailwind, Cypress, React Native, Webpack and Git.
- Experience with Agile methodologies and cross-functional team collaboration.
- Familiarity with unit testing frameworks such as Jest and Enzyme.
- Good understanding of REST APIs and HTTP protocols.

LANGUAGES

- English: Intermediate
- Russian: Native
- Ukrainian: Native

EDUCATION

Bachelor's degree in Telecommunications from National Technical University of Ukraine “Igor Sikorsky Kyiv Polytechnic Institute” , 2008

MAIN PROJECTS:

Foody

Website with food recipes (details are under NDA)

Overview

Foody is a platform that allows food creators to share their recipes and food enthusiasts to discover and save them. The website features a rich collection of recipes from different cuisines and categories, with high-quality photos and detailed instructions. Users can search, filter, and sort the recipes based on various criteria, such as ingredients, cooking time, dietary restrictions, and ratings. They can also create their own recipe collections, rate and review the recipes, and share them on social media.

Technologies

The Foody website is built with modern web technologies, including React.js, Redux, and Next.js for server side rendering on the frontend, and Python Django on the backend. The frontend uses a responsive design that adapts to different screen sizes and devices, and leverages the latest CSS and SCSS features for styling and animations. The backend provides a RESTful API that handles user authentication, functionality for creating, updating and deleting recipes, and data storage and retrieval. The project uses Git for version control and follows Agile methodology for development.

Role

As a frontend developer on the Foody project, I was responsible for implementing the user interface and user experience of the website, based on the design specifications and the requirements of the project. I collaborated closely with the backend developers and the QA engineer to ensure a seamless integration and a high quality of the product. I also provided technical guidance and mentoring to the junior frontend developer on the team.

Common tasks

During my involvement in the project, I worked on a variety of frontend tasks, such as: Implementing the homepage layout and design, including the hero banner, the recipe cards, and the search and filter features Developing the recipe detail page, including the ingredients, the instructions, the nutrition facts, and the user reviews and ratings Creating the user profile page, including the user information, the recipe collections, and the activity feed Implementing the authentication and authorization features, including the signup, login, and logout flows, and the password reset and verification emails Enhancing the accessibility and performance of the website, including the use of lazy loading, caching, and ARIA attributes Providing bugfixes and improvements based on user feedback and testing.

Team

The Foody project involved a cross-functional team of 6 members, including 2 frontend developers, 2 backend developers, a QA engineer, and a project manager. We used Slack,

Jira, and Confluence for communication, task tracking, and documentation, and had regular meetings and demos to ensure alignment and progress.

Duration

The Foody project lasted for 12 months, from June 2021 to July 2022, and was delivered on time and within budget. The project received positive feedback from the client and the users, and was recognized with an industry award for its innovation and usability.

Addmin

User's personal data application is an application for managing user's documents, with iOS and Android versions.

Role

As a React/ReactNative developer, my role was to develop the user interface and the logic for storing and editing documents, as well as implementing the recognition of user's documents from photos.

Common tasks

My tasks included collaborating with the UI/UX designer to implement the design, integrating the front-end with the back-end API, implementing Redux state management, and unit testing my components. I also worked on optimizing the app's performance and ensuring it was compatible with different screen sizes and devices.

Team

Working in a team of 4 (2 developers, 1 QA engineer, and 1 PM)

Duration

Overall, the project lasted for 6 months, during which we successfully delivered a high-quality app that met the client's requirements.

Bright

Teeth Whitening application is an app that allows users to control their whitening devices and track their progress.

Role

As a React/ReactNative developer, my role was to develop the connection system with Bluetooth devices via Bluetooth low energy, implement the user interface, and enable data exchange with the backend. I also implemented routing on the front-end part and visualized user progress using line and circle charts.

Common tasks

My tasks included collaborating with the UI/UX designer to implement the design, integrating the front-end with the back-end API, implementing Redux state management, and unit testing my components. I also worked on optimizing the app's performance and ensuring it was compatible with different screen sizes and devices.

Team

Working in a team of 5 (2 front-end developers, 1 back-end developer, 1 QA engineer, and 1 PM)

Duration

Overall, the project lasted for 6 months, during which we successfully delivered a high-quality app that met the client's requirements. The app received positive feedback from the client and the end-users, and was well-received in the market.

EHRBI

EHRBI is an analytical and data processing platform designed to improve patient management for healthcare professionals. The platform allows healthcare providers to gather and analyze patient data, track patient progress, and make informed decisions about treatment options.

Technologies:

The project was developed using React.js and Redux for the frontend, and Laravel for the backend. The team used Agile methodology for project management and Git for version control.

Role

As a frontend developer on the project, my main responsibility was to develop a chart builder and visualize user data. I worked closely with the team's backend developer and project manager to ensure that the platform was user-friendly and met the needs of healthcare professionals.

Common tasks

I collaborated with the backend developer to implement data visualization features, including the development of charts to help healthcare providers analyze patient data. I also implemented UI/UX design features and ensured that the platform was responsive and accessible across devices.

Team

The project team consisted of four members, including a frontend developer, a backend developer, a QA engineer, and a project manager.

Duration

The project lasted for six months.

Luggage Storage App and Site (BagBNB)

Overview:

BagBNB is a platform that connects travelers with local businesses that offer luggage storage services. The platform allows travelers to easily find and book a secure place to store their luggage while they explore a city.

Technologies:

React.js, Redux, JavaScript, HTML, CSS, Bootstrap, Google Maps API

Role:

Frontend Developer

Common tasks:

Designed and developed the user interface of the platform from scratch, working closely with the UX team to create a seamless and intuitive user experience. Implemented the Google Maps API to display the location of the storage facilities and allow users to search

for locations by address, city or zip code. Worked with the backend developer to integrate the payment gateway and implement booking and cancellation functionality. Conducted user testing and made improvements based on feedback.

Team:

5 (1 frontend developer, 1 backend developer, 1 UX designer, 1 QA engineer, 1 project manager)

Duration:

8 months

PERSONAL PROJECTS

Electromechanic lift scheme emulator

Overview:

As a personal project, I created a lift emulator that simulates the behavior of an old lift system. The project was inspired by the lifts in old buildings that had physical buttons to call the lift and indicators to show which floor the lift was on.

Technologies:

The project was built using JavaScript, HTML, and CSS.

Role:

I was the sole developer on this project and was responsible for the entire development cycle.

Common tasks:

My tasks included designing the UI/UX of the emulator, implementing the lift's behavior and logic, and testing the emulator's functionality. I also worked on optimizing the emulator's performance and ensuring that it provided a smooth and realistic simulation of an old lift system.

Team:

This was a personal project that I completed on my own.

Duration:

The project was completed over a period of 3 months, working on it during my spare time.

Outcome:

The lift emulator was successfully completed and has been used as a fun and educational tool to showcase the behavior of an old lift system. The project also helped me to improve my skills in Javascript and software development in general.