





VOLODYMYR MOKHUN

FRONT-END DEVELOPER

CONTACT

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SKILLS

Programming Languages

JavaScript (ES6+), TypeScript, HTML, CSS, Node.js, SQL (intermediate)

Libraries & Frameworks

React, Next.js, TailwindCSS, GraphQL, Redux, Playwright, Puppeteer, BullMQ

Tools & Platforms

Git, GitHub, Vim, Docker, Figma, Postgres, Vercel, Agile/Scrum (beginner)

Soft

Willingness to learn, Collaboration, Critical thinking, Open-mindedness, Team player

EDUCATION

University of Warmia and Mazury in Olsztyn

B.S. in Computer Science

Ongoing,
Expected Graduation: February 2026

LANGUAGES

English: **C2**
Polish: **C1**
Ukrainian: **Native**

CERTIFICATES

Cambridge C1 Advanced - Score 202
MIT 6.006 Introduction to Algorithms

PROFILE

Passionate web developer and third-year Computer Science student with 2 years of experience building and maintaining web applications. Experienced in working as a frontend developer, delivering production-ready features, optimizing performance, and collaborating directly with stakeholders to shape product decisions. I thrive in fast-paced environments, continuously improving my skills and staying up to date with modern web technologies. Eager to take on new challenges and contribute to impactful projects.

WORK EXPERIENCE

Front-End Developer

PaloAlto Group

August 2024 - Now

- Developed and deployed web apps using Next.js, Express, and Docker, ensuring scalable and efficient backend and frontend solutions.
- Built and maintained web scraping solutions following the ETL (Extract, Transform, Load) model, using Puppeteer to collect and process data.
- Configured and maintained a VPS environment, setting up GitHub Actions for CI/CD to automate deployments

Freelance Front-End Developer

Kwork

September 2021-2022

- Developed, maintained, and shipped production code for client websites primarily using HTML, CSS, Sass, and JavaScript
- Performed quality assurance tests on various sites to ensure cross-browser compatibility and mobile responsiveness
- Collaborated with designers and other developers to ensure thoughtful and consistent user experiences across various screen sizes

PROJECTS

Portfolio

- A personal website using Astro and React, featuring multilingual support (3 languages), dark and light themes, and a regularly updated blog focusing on web development and computer science topics.
- Includes a user-friendly contact form for direct communication
- A visually appealing and responsive design across all devices.

GameHub

- Built with Next.js and TypeScript, GameHub allows users to explore a vast game library, search for titles, and track their progress in a personalized collection.
- Game Data: Fetched from IGDB via a secure proxy
- Authentication: Managed with Clerk for a seamless user experience.
- Friends and Chat functionalities are made possible by using Pusher for real-time communication
- Steam Integration: Import an existing Steam library seamlessly to keep all your games in one place.