







Kirill Cherepanov

Full Stack Web
Developer

Contacts

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Skills

Primary

Javascript, Typescript, React, Next.js,
Node.js, Express, Mongodb, HTML5,
CSS3, Sass, Tailwind, MUI

Secondary

Python, C++, Webpack, Socket.io/
Websockets, Git, Figma, Redux, Docker,
Cypress, Markdown, Three.js, Bash

Languages

English: B2-C1

Russian: Native

Education

2020 - 2024

Belarussian State University

Bachelor's at theoretical mechanics and
mathematical modeling

2021 - 2022

Rolling Scopes School

Web development course

About me

I'm a skilled software engineer with a strong passion for creating cutting-edge web applications. My expertise lies in web front-end development using React. What sets me apart is my keen eye for design, ensuring that each website I create is visually appealing, modern, and aesthetically pleasing. Moreover, I am committed to writing clean, scalable, and maintainable code that is future-proof and adaptable to evolving technologies and industry standards.

Experience



Open Source

Software developer

Sep 2021 - Present

- Successfully developed and deployed numerous projects of varying sizes, ranging from small to large-scale.
- Kept maintaining and improving performance of all the projects, ensuring their optimal functioning.
- Built up an impressive portfolio of projects following the ever-changing trends and practices of the industry.
- Kept consistently improving my skills, actively learning and integrating new technologies and features into my projects.



Dodo pizza

Delivery cyclist

Jun 2021 - Sep 2021

- Learned to manage time and what it means to earn my own money.

Projects



Bloggy

a Blog/Social media Application

- Developed a Social media app that is focused on posting.
- Adopted an exceedingly scalable feature-based architecture for the front-end and a simplified "Clean architecture" on the back-end.
- Designed a highly intuitive and responsive user interface that enables most pleasant user experience.
- Set up a secure authentication/authorization process that was enabled by using dual JWT tokens and email verification.
- Added surface-level end-to-end tests with Cypress.
- Deployed the API on fly.io with Docker.



[Repository](#)



[Demo](#)



Tic-tac-toe Multiplayer

a Multiplayer game

- Developed a fully responsive web application that is a Single player + Multiplayer + AI game.
- Utilized web sockets to enable bi-directional communication between clients and the server.
- Designed a minimalistic yet intuitive opponent search feature.
- Applied the mini-max algorithm to add Artificial Intelligence to keep players entertained even in the absence of other players.



[Repository](#)



[Demo](#)