

Robert Gres

Front-end developer / Web designer

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WORK EXPERIENCE

Freelance work & front-end education

09/2015 – present time

Working on various projects, I was developing design, front-end and partly back-end parts. In free time I was exploring and studying front-end development toolkit.

Web Designer @ Ragnatek web-studio

05/2015 – 09/2015

My duties were to create wireframes and prototypes, developing design mockups, illustrating them partly, creating materials for print and e-mails. I was also assisting with Javascript solutions implementation. In the end I've studied new design techniques, learn how to do lots of work quickly, and a few things about good and bad workflow organization.

Web Designer @ Create4web web-studio

12/2013 – 04/2015

Primarily I was working on design mockups and photo editing, but after some time I've started to draw interactive prototypes for more complex websites. While working in studio, I learned how design for web is different from static design and started to solve user experience problems as well.

Designer & Artist @ Flur Design studio

06/2010 – 09/2013

I was responsible for creating paintings concepts, visualizing them in 3D for striking presentation for client, as well as taking part in painting process. Also I was taking care of photo shooting & editing, preparing materials for printed media and website maintenance.

SKILLS

Web development:

- Valid HTML5 & CSS3 layout, SFX and animation, familiar with SVG and Canvas;
- Native Javascript, jQuery and utils libraries;
- Basic knowledge of React and Angular JS;
- Basic knowledge of back-end (PHP and NodeJS, MySQL);
- Theme development for WordPress;

Design and UX/UI:

- Wireframing and prototyping (Axure RP, Paper and stuff);
- Web and interface design (Photoshop, Illustrator, inDesign);
- Advanced 2D editing (Photoshop, Lightroom, Fusion);

EDUCATION

Bachelor of Architecture

2008 – 2013

Poltava National Technical Yuriy Kondratyuk University

LANGUAGES

- Ukrainian – native;
- Russian – native;
- English – upper intermediate;

THEORY & WORKING KNOWLEDGE

- WWW structure, protocols and standards;
- Document Objects Model and its properties;
- Moderate knowledge of computers architecture and underlying processes;
- User Interfaces and User Experience principles;
- Composition, Typography and Color theory;
- Experience working with 3D;
- Understanding of 2D & 3D insights;
- Experience working on Windows PCs;

PERSONAL QUALITIES AND PRINCIPLES

- Eager to know more and do cool stuff;
- Learning things at average speed, but deeply and thorough;
- Taking responsibility for my own ups and downs;
- Like to think first and act later;
- Respecting details and understand their significance;
- Have optimistic point of view;
- Supporting only constructive arguments;
- Prefer to understand concepts instead of memorizing actions;
- Stagnating within indifferent social environment;
- Organized workflow is the key;

MISCELLANIOUS INFO

Since I was studying drawing and music from early years, they are still of some interest to me. Though currently I don't paint or play an instrument or composing, I am interested in arts. I could and would like to participate, help or share some knowledge of what I know:

- Drawing and painting;
- 3D visualization and post-processing;
- Musical theory;
- Music production processes and software;