



maxim DAVIDIUK

Frontend Developer

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Summary

Frontend developer with ~6 years in software development overall — including ~3 years of commercial C++ game development (game engine, network logic, real-time multiplayer systems) and ~1.5 years of commercial frontend work. I build modern, fast and accessible interfaces with React and TypeScript, and I am comfortable going full stack with Node.js, Next.js and databases.

Skills

Frontend — React 18, React Router, Hooks, Context API, Next.js 14, TypeScript, JavaScript (ES6+), HTML5, CSS3, SCSS (BEM), Tailwind, Responsive Design

Backend & Data — Node.js, REST API, PostgreSQL, Prisma ORM, NextAuth / OAuth, SQL

Tools — Git & GitHub, Vite, Parcel, ESLint, Prettier, Stylelint, GitHub Pages, Vercel

Testing — Cypress (E2E), Jest, Vitest, Playwright

Other — Three.js, Framer Motion, PWA, Canvas / WebGL, Rust (Axum), basic C/C++, Agile (Scrum, Kanban)

Languages

Ukrainian

Native

Russian

Fluent

English

B1 (Intermediate)

Experience

03/2026 — Present
Kyiv

Programming Teacher, IT-Friends

- Teach programming fundamentals to children (10–11 y.o.) using Construct and Roblox Studio
- Design lessons and exercises; explain complex concepts in a simple, structured way
- Track each student's progress and adapt tasks to their pace; build algorithmic thinking

12/2024 — Present
Kyiv

Frontend Developer, Freelance

- Develop responsive websites and web applications with React, TypeScript, SCSS and JavaScript
- Integrate REST APIs, manage application state and ensure cross-browser / mobile support

- Write clean, maintainable, reusable code and deploy projects to Vercel / GitHub Pages
- Communicate directly with clients: gather requirements, agree scope and deliver on deadlines

02/2024 – 10/2024
Kyiv (Hybrid)

Web Developer, Glovo

- Built web applications and reusable UI components with JavaScript and React
- Followed a professional Git workflow with branches, pull requests and code review
- Collaborated on company projects, learning production web practices in a real team

10/2019 – 06/2022
Kyiv

Game Developer, Diamond Role Play (Diamond.rp)

- Developed game engine systems and gameplay in C++ for a live multiplayer server
- Implemented network logic and combat mechanics; optimized performance for hundreds of concurrent players
- Solved complex real-time architecture problems within a development team

Projects

Hunter's Codex (Supernatural) [🔗](#), *Next.js 14, TypeScript, Prisma, PostgreSQL, NextAuth*

- Full-stack fan encyclopedia: 327 episodes via TMDB API, character profiles, bestiary, interactive map and a forum with user accounts.

DevMetrics Dashboard [🔗](#), *Next.js, TypeScript, Prisma, TanStack Query, Recharts*

- Developer dashboard PWA: GitHub metrics, Kanban board, Pomodoro and analytics. Tested with Vitest and Playwright.

React Phone Catalog [🔗](#), *React 18, TypeScript, Context API, Vite*

- E-commerce store, 70% TypeScript: filtering, sorting, pagination, debounced search, three languages and dark theme.

Minecraft Skin Viewer [🔗](#), *Three.js, WebGL, PWA*

- 3D skin viewer and editor: pixel editing, animation presets, GIF/WebM export and day–night lighting. No build step.
- + 13 more projects with live demos: resumesite-weld.vercel.app

LinkSnip [🔗](#), *Rust, Axum, Vercel Serverless*

- URL shortener and pastebin backend written in Rust, with flexible link expiration — ad-free and open source.

GameReviewBot [🔗](#), *Node.js, Telegraf, AI*

- Telegram bot that scrapes Steam and OpenCritic and uses AI to summarize reviews into a clear buy / skip verdict.

Education

09/2024 – 06/2028

BSc, Culinary Arts, National University of Food Technologies

Additional: Frontend course at Mate Academy; Professional Training Program at Glovo; self-directed learning (CodeWars).

2025 – 2027

Full-Stack Developer Program, Mate Academy