

CONTACT

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[LinkedIn](#)

[Github](#) @notsusual

📍 Prague, Czech Republic

I'm open to relocation

SKILLS

JavaScript, TypeScript

React, React Native

HTML, CSS, SCSS, SASS

Redux, MobX, React Context

Unit tests, integration tests, e2e tests, QA

JEST, React testing library, Cypress

Eslint, Prettier

Web performance optimization

BEM methodology

RESTful APIs

Git, Github

Material UI (MUI), Tailwind CSS

Advanced knowledge of Accessibility standards, A11Y & WCAG

Responsive and mobile-first design

Figma, Storybook

Python, SQL

UX/UI design, motion design

Adobe After Effects, Adobe Premiere

Mentoring junior employees and interns

JIRA, Confluence, Agile, Scrum

Code reviews, CI/CD Development

Technical documentation (creating/maintaining)

Problem-solving, Debugging

Teamwork / autonomous work

EDUCATION

Charles University |2020 – 2021|

Faculty of Mathematics and Physics

Computer Science

Institute for Language and

Preparatory Studies |2019–2020|

Charles University

Czech language course for foreigners

TRAINING

Javascript, React Course Codecademy

Angular Crash Course - FreeCodeCamp

Python 3 Course - Codecademy

SQL Course - Codecademy

LANGUAGES

Czech - fluent C1

English - fluent C1

Russian - native speaker

LEGAL INFORMATION & SELF-EMPLOYMENT

I can start working immediately

✅ I'm self-employed (EU tax resident, OSVČ)



Alisa Zakhtarenko

Front-end Engineer

with expertise in UX/UI design

WORK EXPERIENCE

Canva - the most popular free online graphic editor in the world

Front-end Developer

Software engineering and complex testing for the [Mockups app](#) using advanced TypeScript, JavaScript, React, MobX and JEST in Agile.

- International team cooperation (Australia, EU)

- Developing and maintaining unit tests and integration tests

- Web performance optimization

- **Creating and implementing accessible and responsive, inclusive apps**

- Autonomous and team work

spring 2024 - now / full-time

Wargaming - top game development company in Europe

Front-end Developer, UX/UI Designer

Software engineering for the game World of Tanks using advanced TypeScript, JavaScript, React, MobX, SASS, and other technologies.

I was working on:

- 'Call to Mars' in-game event

- **Standardised components (component library) and design system**

- **System design - including Back End architecture**

- **Working closely with design and QA departments**

- **Creating and maintaining technical and design documentation**

- **Mentoring junior employees and interns**

fall 2022 - spring 2024 / full-time

Mild.blue - medical tech company

Front-end Developer, UX/UI Designer

SW development and UX/UI design for a [clinical laboratory system](#) for one of the largest hospitals in Prague - IKEM, using React, React Native, Typescript, and Figma

• Developing atomic design system & component library

spring - fall 2022 / full-time

Commerzbank - one of the major and oldest German banks

Front-end Developer, UX/UI Designer

summer - fall 2021 / internship

Charles University,

Faculty of Mathematics and Physics,

Institute of Formal and Applied Linguistics

Computational linguist trainee (Python),

Front-end Developer, UX/UI Designer

THEAITRE project - the 1st theatre play written by AI: exhibitions in Goethe Institute, Kampus Hybernská. I was working on machine translation, computational linguistics and interfaces on the project.

spring 2020 - winter 2022 / project-based work

Hypermarket Film - independent film company

Assistant Producer

• administrative and organisational work, record keeping, event promotion

summer 2020 / three-month project

AIDS.center - foundation (NGO) helping people with HIV/AIDS

Video producer, Motion designer

• live streams, lecture recording, social media content, video editing

2017 - 2019 / freelance clients