VADYM BROVYCH

Junior Full Stack Developer

CONTACT INFORMATION:

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•GitHub •LinkedIn •Telegram

SKILLS:

Frontend: React, React Native, Next.js, Tailwind CSS, Redux, Zustand, TanStack Query, Framer Motion, HTML5, CSS3, SASS, JavaScript, TypeScript

Backend: Node.js, Express.js, FastAPI

Databases: PostgreSQL, MySQL, SQLite, Supabase, Firebase

Other: Python, Java, Git, REST APIs, MQTT, JSON, Docker, Vite, Figma, Vercel

EDUCATION:

Sep 2022 – June 2025
Technical University of Košice, FEI – BSc in Informatics

Sep 2020 – June 2022
Technical College of Lviv Polytechnic National University, Software Engineering

ACHIEVEMENTS:

Participated in Erste Digital Hackathon 2024 and T-Systems Hackathon 2024

LANGUAGES:

Ukrainian (native)
Russian (native)
Slovak (B2)
English (B2)

PROFESSIONAL SUMMARY:

Full stack developer with a front-end focus, building performant and maintainable web applications using React, Next.js, and TypeScript. Skilled in clean code practices, modular structure, and effective state management. Experienced with FastAPI and backend development using Node.js and Express to support full stack functionality.

PROJECTS:

EverStock – Mobile Inventory App   GitHub
Cross-platform inventory system with real-time stock control, team management, analytics, and secure login.
Stack: React Native, Expo, Supabase, Clerk, Zustand, TanStack Query, TypeScript, Tailwind CSS

1024 Game – Puzzle with Superpowers   GitHub
Modern 2048 remake with new mechanics, leaderboard, login system, and responsive UI.
Stack: React, Java Spring Boot, SCSS, Vite, Axios, React Hook Form, Bootstrap

Magic Puzzle Solver   GitHub
Full-stack visualization of A*, Greedy, and DFS algorithms solving 8/15-puzzles with performance metrics.
Stack: React, TypeScript, FastAPI, Tailwind CSS, Vite, SQLite, SQLAlchemy

SmartAttendance – IoT Attendance System   GitHub
ISIC-based classroom attendance system using RFID, MQTT, and custom FSM logic.
Stack: React, FastAPI, MQTT, Raspberry Pi Pico, Tailwind CSS, TypeScript, SQLite, SQLAlchemy, Vite, JWT

Legends of the Blade – Unity RPG Game   GitHub
Stylized action RPG with waves of enemies, sword/magic combat, and in-game upgrades.
Stack: Unity (URP), C#