

Maksym Tarasiuk

Contacts

+48452750509

@smorldesign@gmail.com

www.maksiu.ovh

@makslu

linkedin

About me

My name is Maksym and I am a frontend developer with experience in React, Next.js and TypeScript. I build responsive web applications with a strong focus on UX/UI, performance and clean, maintainable code. I have worked on real-world projects at Solvro and on commercial work for e-tachograf, where I was responsible for building user interfaces, integrating with back-end APIs and optimizing the front-end. I also have hands-on experience with DevOps tools such as Docker and Git, which helps me collaborate smoothly with back-end and infrastructure teams. In every project I combine engineering skills with a designer's mindset – I understand user needs and translate them into functional, visually consistent solutions. I am looking for a place where I can further develop technically and help build meaningful digital products.

Experience

Frontend Web Developer – Koło Naukowe Solvro

Nov 2025 – present, Wrocław

- Developing the Eventownik web app (eventownik.solvro.pl) – implementing new features in Next.js and Tailwind CSS, creating responsive views and fixing front-end bugs.
- Working on Testownik (testownik.solvro.pl) – responsible for UI/UX and front-end, designing the interface for a test-solving platform, improving usability and co-creating layouts.
- Creating visual assets supporting project communication (social media posts, promo graphics), combining a front-end developer and graphic designer perspective.

Frontend Web Developer (Internship) – Trans House Software House

Oct 2025 – Jan 2026

- Built user interface components for a web application using modern front-end technologies.
- Implemented responsive components, integrated them with back-end APIs and optimized the behaviour and performance of the interface.

Freelance Web & Graphics Designer

2021 – present

- Delivered commercial projects including advertising banners, print materials, video assets and 3D graphics.
- Worked mainly in Photoshop and After Effects, with additional use of Blender and Illustrator – experience now used to create assets and motion for front-end projects.

Education

- Wrocław University of Science and Technology, Technical Computer Science | 2025
- Zespół Szkół Elektronicznych, Specialization: IT Technician | 2022–2025 (completed)
- Kyiv Professional College of Electronic Devices, Junior Bachelor: Software Engineering | 2020–2024
- General secondary education – completed in 2022

Skills

Frontend:

- JavaScript (ES6+), TypeScript
- React, Next.js
- HTML5, CSS3, Sass, Tailwind CSS
- Responsive, mobile-first layouts; component-based UI
- Working with REST APIs
- State management
- Front-end performance optimization
- Git, GitHub/GitLab; collaborative workflows

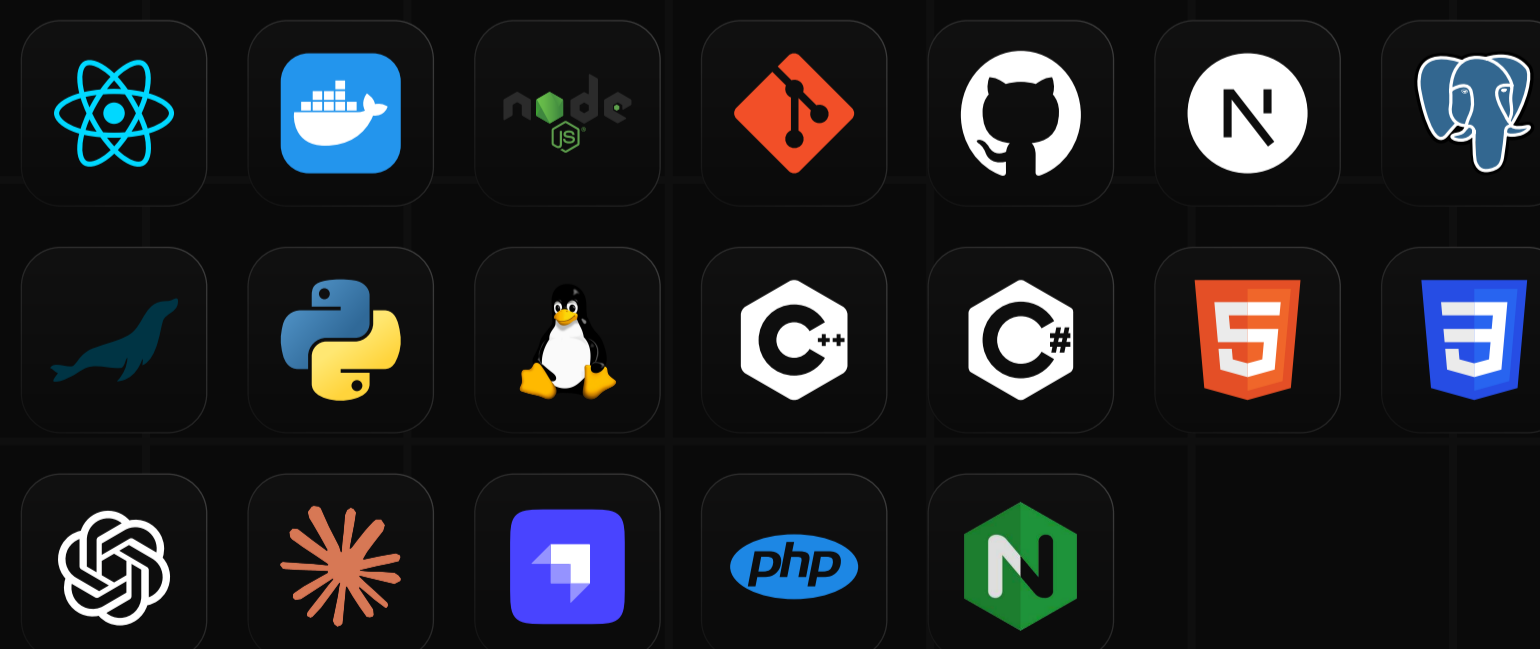
DevOps:

- Docker / Docker Compose – setting up environments for front-end applications
- Linux, basic Bash, working with servers (VPS, Nginx, hosting platforms such as Vercel)

Design / Product:

- Figma – UI design and prototyping, collaboration with product teams
- Basic UX – designing simple, intuitive user flows
- After Effects, Photoshop, Illustrator, Blender – preparing assets and animations for interfaces

Technologies



Languages

Ukrainian C2

Polish C1

English B2

Portuguese (Br) B1

Russian C1