

Vladislav Podchufarov

Full-Stack Web Developer

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SUMMARY

Full-stack web developer specializing in building interactive websites and applications using modern technologies (React, Next.js, Node, GraphQL, Prisma, Supabase, etc).

I have a Master's degree in Computer Science, and a wide range of skills I have used to design, develop, and grow multiple websites and applications currently used by thousands of people.

SKILLS

Frontend	React, Redux, TypeScript, HTML, CSS, JS, Tailwind, Sass, Foundation, jQuery.
Backend	Next.js, Node, Express, Python, Django, Prisma, GraphQL, MongoDB, Postgres.
Design	UI and UX design in Figma. Many tools for creating 2D and 3D digital graphics.
Tools	Git, Linux server, Docker, Bash, SQL, Nginx, AWS, Stripe, Sendgrid, Vercel.
Soft skills	Technical and creative writing, product management, internet marketing, SEO.
Other skills	Teaching people to code, running workshops, building online communities.

WORK EXPERIENCE

2022-2023 GDQuest • school.gdquest.com

GDQuest is the industry leader in producing online courses that teach people Godot game engine. My role was to design and build a new platform for publishing courses and interacting with the community.

2016-2021 Self-Employed Full-Stack Web Developer • nexylabs.io

As a self-employed web developer I have designed, built, launched, and marketed a number of projects. See the most interesting projects we have created on the next page.

2014-2016 • Postkino FX • postkino.ru

Technical artist at a post-production company. My job was to set up technical pipelines, write scripts, and create digital assets, helping us to speed up and optimize the VFX production workflow.

EDUCATION

2020 - 2021 University of Birmingham, Computer Science MSc (graduated with distinction).

2019 Machine Learning Bootcamp.

2013 Programming School.

BEST PROJECTS I WORKED ON

Writing Streak • writingstreak.io • built with React, Redux, Node, Next.js, Vercel, Stripe.

Writing and publishing platform that helps writers get better at their craft by tracking their progress, providing a space to share their work, and exchange feedback with the community.

I was responsible for the backend and frontend development, most of the design decisions, and contributed my skills to marketing this project as well.

The platform grew to 5000+ users from word of mouth, the most active users are using it every day for many months in a row.

RPG Adventures • rpgadventures.io • built with Next.js (static), Mdx, Vercel, Stripe.

A platform for publishing adventures for table-top roleplaying games, also used to launch an adventure writing [course](#), and host a simple but fun multiplayer card [game](#).

I have done all the design and development work, and used this website to grow an active community of TTRPG creators, where 400+ students are currently attending our creative writing and adventure publishing workshops.

Godot Assets • godotassets.io • built with Next.js, React, Prisma, Vercel, AWS, Stripe.

My goal was to create a marketplace where people can discover, publish, and sell assets for the Godot Game Engine.

I have designed and developed the platform from scratch, and used social media marketing to grow our YouTube channel to 3000+ subscribers, and build a mailing list of 2000+ subscribers.

Sketch Club • sketchclub.io • built with Next.js, React, Prisma, GraphQL, Apollo, Vercel, AWS.

My CS Master's project. Instagram-inspired web app that helps art students to regularly practice their drawing skills. See the detailed project report [here](#). 1700+ Discord members.

Teaching Samples

In my free time I create programming tutorials, and offer a personal mentorship service where I help my students get better at web development. You can see my teaching samples [here](#), and my Code Mentor ratings and reviews [here](#).

Other Projects

Visit my online [portfolio](#) to see other projects I worked on, including my Machine Learning [blog](#), my gamedev [projects](#) and [tutorials](#), my [digital art and design](#), and a [platform](#) for discovering educational videos.