Demian Domozhirov, Junior Developer

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Summary

Motivated junior developer with hands-on commercial experience in full-stack development. Eager to learn and dedicated to achieving goals with diligence and creativity. Open to opportunities across various industries, with a keen interest in challenging and innovative projects.

Skills & Technologies

- **Languages & Tools:** HTML, CSS, JavaScript, TypeScript, Python, SQL, Git
- **Backend:** Node.js
- **Frontend:** Angular, React

Professional Experience

Armstrong Werth PTY.LTD. | Full-Stack Developer | April 2024 – May 2024

- Developed a landing page with a feedback form.
- Established and managed the production process.
- Collaborated closely with the designer to ensure cohesive design and functionality.
- Took full responsibility for delivering the final product on schedule.
- Acted as the project manager, coordinating tasks and ensuring project alignment with client expectations despite limited information from the client.

HTMLacademy | Student | April 2024

- Completed a foundational course in frontend development, focusing on HTML and CSS.
- Acquired skills in creating structured, semantic web pages and styling them using CSS.

Netologia | Student | April 2022

- Completed a course focused on creating Telegram bots using Python.
- Gained experience in Python programming, debugging, and deploying bot applications.

Personal Project | Music-Driven Acoustic Modeling Tool

Description: An ongoing project that merges programming and music to develop an innovative tool for simulating and visualizing how sound behaves in different environments. Users can create a virtual room and place sound sources to understand acoustic properties based on physical models.

Technologies Used: Python for sound processing and acoustic modeling, and JavaScript for building an interactive user interface.

Current Progress: In the initial stages of research and development, focusing on understanding sound wave propagation and the relationship between room geometry and acoustics.

Goals: To create a functional prototype that allows users to visualize and analyze the behavior of sound in various environments, with potential applications in audio engineering, architectural acoustics, and entertainment.