

CONTACT 📞

alisazakhtarenko@gmail.com  
[www.linkedin.com/in/alisazak](http://www.linkedin.com/in/alisazak)  
**Portfolio:** [www.alisazak.com](http://www.alisazak.com)  
[www.github.com/notsousual](http://www.github.com/notsousual)

📍 Prague, Czech Republic

SKILLS 🔧

**JavaScript, TypeScript,**  
**React, Next.js,**  
**HTML, CSS and CSS preprocessors**  
(SASS, SCSS, LESS),  
**MobX, Redux, React Context,**  
TanStack Query, Material UI (MUI),  
Tailwind CSS, GSAP, BEM,

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Web Accessibility (A11Y, WCAG),  
Web performance optimization,  
Lighthouse  
Ensuring Cross-browser  
compatibility,  
Using REST APIs

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**Testing:** Writing unit tests,  
integration tests, e2e tests, **JEST,**  
**React Testing Library**

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**Python, SQL | Figma, Storybook**  
Git, GitHub  
Problem-solving, Debugging,

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**Basic knowledge & familiarity:**  
React Native, Angular, Three.js,  
Webpack, Vite, Cypress, natural  
language processing

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🧠 **AI:** Integrating into development,  
Prompt engineering

📋 **Leadership:**  
- Management skills  
- Mentoring junior developers &  
interns  
- Agile, Scrum, JIRA, Confluence

🎨 **UX/UI & Creative Expertise:**  
UX/UI design, motion design

LANGUAGES 🗣️

English - fluent C1  
Russian - native speaker  
Czech - fluent C1

LEGAL INFO 📄

- Willing to relocate
- Self-employed
- Free access to the labor market in the Czech Republic

Alisa Zakhtarenko

Senior Front-end Engineer  
with expertise in UX/UI design

WORK EXPERIENCE ➡

**Front-end Engineer at Canva**

- the most popular free online graphic editor in the world - [www.canva.com](http://www.canva.com)  
Software engineering and complex QA testing for the Mockups app using advanced TypeScript, JavaScript, React, MobX and JEST

- Developed and maintained test coverage – implemented unit and e2e tests using JEST and Cypress.
- Optimized SEO, working with Sentry, web performance
- Improved application logic, making the tool more efficient for millions of users.
- Worked on data visualization
- Collaborated with international teams across multiple time zones

April 2024 - August 2024

**Front-end Developer at Wargaming**

- top game development company in Europe - [www.wargaming.net](http://www.wargaming.net)  
Software development for the game World of Tanks using advanced TypeScript, JavaScript, React, MobX, SASS.

- Developed in-game features like Call to Mars – implemented new game-play UI elements and interactive components.
- Uncovered a 5-year-old build tests issue – discovered that all mandatory build tests were producing false positives for JavaScript and CSS checks
- Established design and front-end guidelines – created new standards between designers and developers
- Expanded the component library
- Mentored junior developers
- Designed front-end and back-end architecture

November 2022 - March 2024

**Front-end Developer at Mild Blue**

- medical tech company - <https://mild.blue/en>  
Software development and UX/UI design for a clinical laboratory system for one of the largest hospitals in Prague, Czech Republic, using React, React Native, Typescript, MUI, and Figma.

February 2022 - September 2022

**Front-end Developer at Commerzbank**

- one of the major and oldest German banks  
**Internship**  
July 2021 - October 2021

**Computational linguist trainee (Python), Front-end Developer at Charles University, Institute of Formal and Applied Linguistics**

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

March 2020 - May 2022

ADDITIONAL EXPERIENCE ➡

**Senior Front-end Developer** – software development for e-commerce (NDA), 3D Architectural Planner (NDA), developing a web calendar (like Google Calendar)  
September 2024 – April 2025 (freelance)

**EDUCATION** ➡: Charles University, BSc Computer Science (incomplete)