

Mariia Kaluderovich

FULL-STACK DEVELOPER

[+380993159713](tel:+380993159713) | mkaluderovich@gmail.com | [Telegram](#) | [LinkedIn](#)

Summary

Passionate and detail-driven Full-Stack Developer with 5+ years of experience in developing scalable, testable, and intuitive applications using React, .NET Core, TypeScript, Node.js and related technologies. Proven track record in healthcare, real estate, engineering/CAD, and social platforms. Strong believer in clean code, modular architecture, and automated testing.

Skills

Frontend: JavaScript, TypeScript, React, Redux, Redux Toolkit, RTK Query, Material UI, Ant Design, Flowbite, Tailwind, Formik, Yup, Jest, React Testing Library, Enzyme

Backend: .NET Core, C#, Node.js, Express.js, REST API, Azure

Other Tools: Git, Webpack, Vite, Docker, Figma, Postman, MongoDB, MSSQL, Stripe, DocuSign, Three.js, Auth0, Playwright

Work Experience

Preux: Front-End Engineer (Strong Mid-Level)	Jun 2023 – Present
1. Healthcare Management System About: A data management system designed to support interactions between clinics and patients in the context of biomaterial freezing. The platform consisted of two separate interfaces — one for patients and one for clinics. Clinics could view their patient lists along with detailed information, monitor frozen material quantities, and track available storage containers. Meanwhile, patients were able to register and electronically sign documents associated with their chosen clinic. Tech: TypeScript, C#, React, .NET Core, React Hook Form, Yup, Flowbite, Tailwind, Auth0, NextJS, Ant Design. Responsibilities: - Developed frontend for document tracking, sample transport, and patient flows. - Implemented RFID scanning functionality using medical scanners for identifying and tracking samples. - Integrated Auth0 authentication, handled permission layers. - Created functionality for payments by using Stripe and DocuSign for document signing. - Participated in code reviews, bug fixing, and continuous UI/UX refinement. - Contributed to a scalable architecture adopted across both patient and clinic interfaces. - Collaborated with designers, analysts, and QA engineers to improve usability and ensure cross-browser consistency.	

2. Real Estate Platform

About: A rental platform tailored for the U.S. housing market, enabling users to lease apartments, houses, and other residential properties. The project included features for secure, ownerless access to properties through smart locks, along with integrated payment processing using Stripe.

Tech: TypeScript, React, .NET Core, React Hook Form, Yup, Ant Design, Tailwind, Jest.

Responsibilities:

- Developed responsive and reusable UI components using React, TypeScript, Ant Design, and Tailwind.
- Built and maintained backend APIs with .NET Core to support listing management and user interactions.
- Implemented complex multi-step forms using React Hook Form and Yup with custom validation logic.
- Wrote unit tests with Jest to validate UI behavior and prevent regressions.

AMC Bridge: Full-Stack Engineer (Mid-Level)

Oct 2021 – Jun 2023

1. Architectural Designer

About: A cross-platform architectural design tool developed as a technology demonstration, enabling users to create virtual building layouts directly in the browser, including mobile devices. The system utilized a component-based database of building elements (e.g., doors, windows, walls) to support fast and intuitive design workflows.

Tech: TypeScript, React, Redux, Material UI, Jest, .NET Core, NUnit.

Responsibilities:

- Developed reusable and interactive React components for a browser-based 3D building editor.
- Implemented custom UI widgets using Xeokit SDK to support architectural modeling workflows.
- Wrote unit tests with Jest to ensure stability, reliability, and prevent regressions.

2. Geoscience Portal

About: This project involved enhancing the User Portal for Geoscience Solutions, a secure platform providing access to geoscience information including knowledge base articles, product downloads, and a supportive user community.

Tech: TypeScript, React, Redux, Material UI, Jest, .NET Core, NUnit, Playwright.

Responsibilities:

- Designed and implemented new UI components using React, TypeScript, and Material UI.
- Wrote unit tests with Jest and backend tests with NUnit to ensure code quality and reliability.
- Developed and maintained RESTful API endpoints using .NET Core.
- Implemented end-to-end automated tests using Playwright to validate key UI workflows and prevent regressions.

3. CAD Management System

About: A web-based platform for viewing and managing CAD files, allowing public users to search, preview, and download designs without registration. The system also included a secure admin portal for authorized users to manage the CAD library — including uploading, editing metadata, tagging, and removing files.

Tech: TypeScript, React, Redux, Three.js, Material UI, Jest, .NET Core, Node.js, Express.js, MongoDB.

Responsibilities:

- Developed user-facing web applications using React, Redux, and Material UI.
- Implemented 3D file rendering and manipulation with Three.js for in-browser CAD previews.
- Wrote unit tests for frontend (Jest) and backend (NUnit) to ensure system stability.
- Integrated API endpoints for upload, metadata management, search, and download functionality.

Big Data Hush: Full-Stack Engineer (Junior Level)	Jun 2020 – Oct 2021
1. Social Navigation App About: A web-based social navigation platform that enables users to discover nearby places based on categories, view real-time friend locations, and communicate through integrated messaging features. The system combines interactive mapping with social functionality to enhance local discovery and user interaction. Tech: TypeScript, React, Material UI, .NET Core. Responsibilities: • Developed interactive React components for real-time map navigation and user interactions. • Wrote unit tests with Jest to ensure consistent UI behavior and prevent regressions. • Optimized application performance and layout for mobile devices.	

Education

Yuriy Fedkovych Chernivtsi National University

Bachelor of Technology in Computer Science (2018–2022)

Domains

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- Healthcare
 - Real Estate
 - Engineering / CAD
 - Social Tech

Languages

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- Ukrainian (Fluent)
 - English — Upper-Intermediate (B2)