



Serhii Kryvoruchko

List of projects

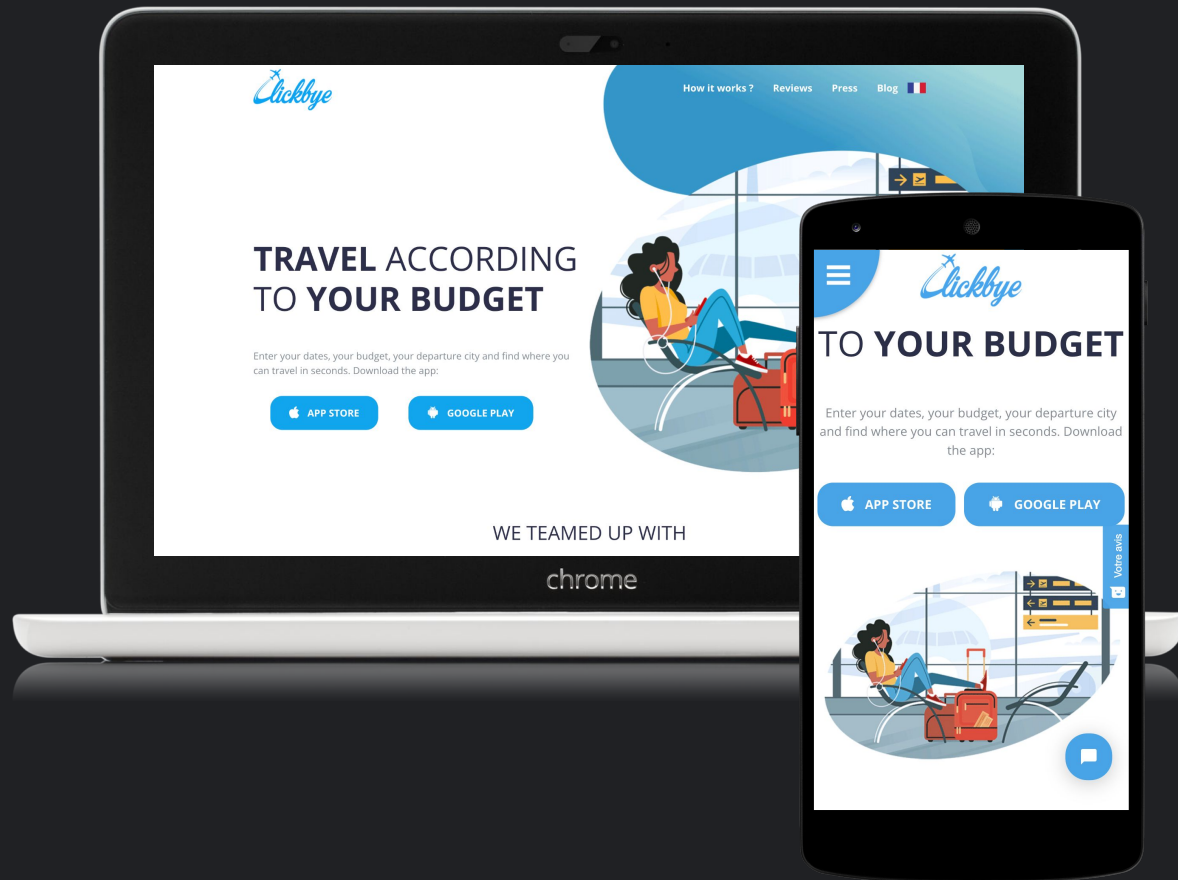


Clickbye

clickbye.com

Stack: Angular 4+, Angular Universal

Short description: fixing bugs, adding new functionality, introducing Angular Universal, adding a statistics service



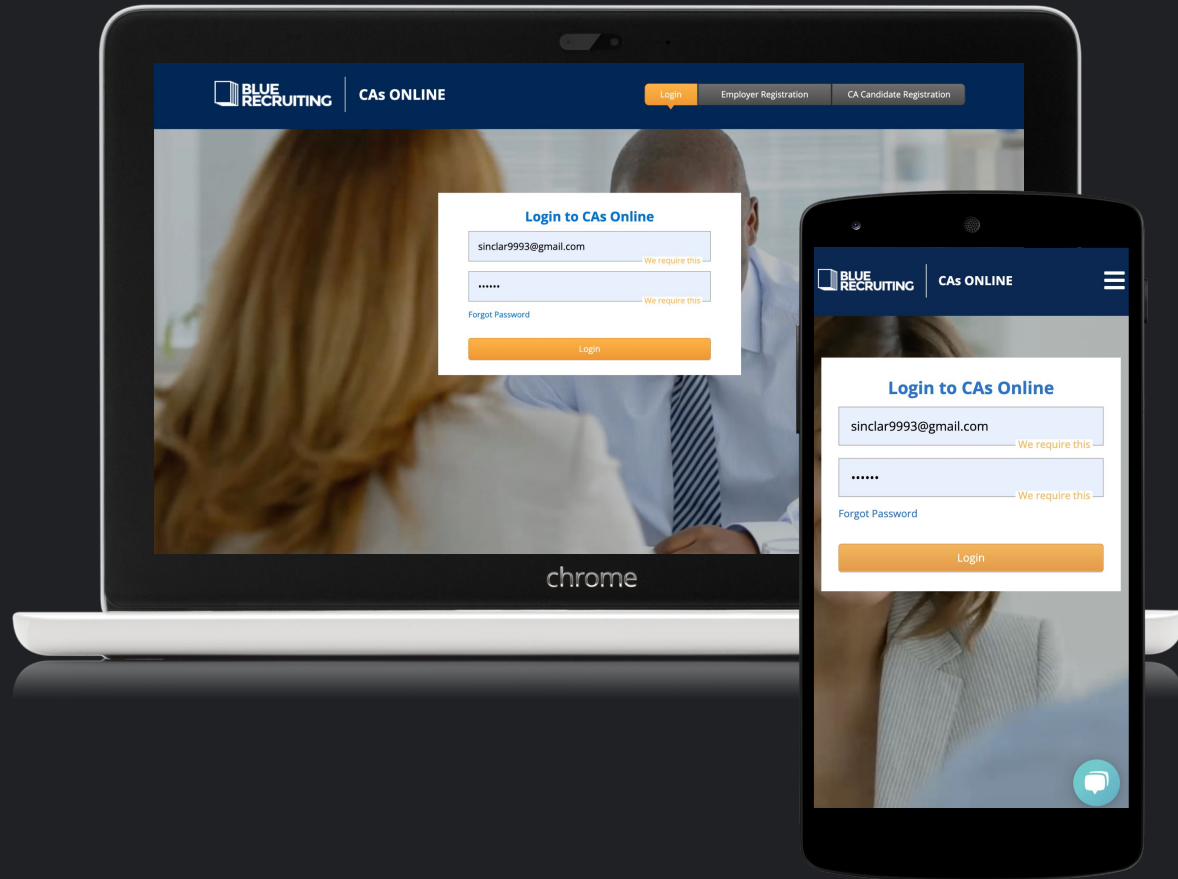


CAs Online

app.casonline.co.za

Stack: Angular 5+

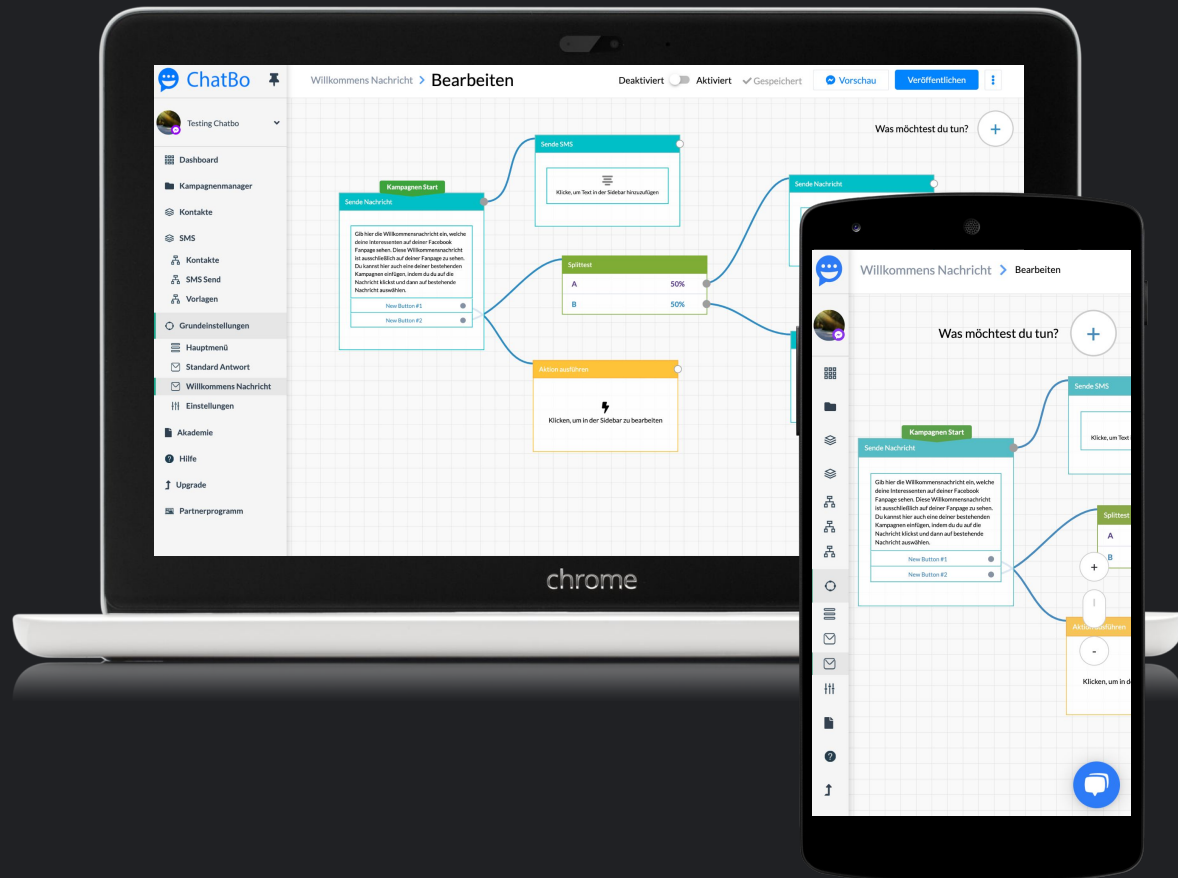
Short description: creation of an application from scratch to the stage of launching the live stream and support at the initial stage (adding new functionality)



ChatBo

app.chatbo.de

Stack: Angular 5+, Facebook API
Short description: creating an application architecture, adding a drag-and-drop builder for building chains of events, developing a project from scratch to a finished product + initial support and adding new functionality

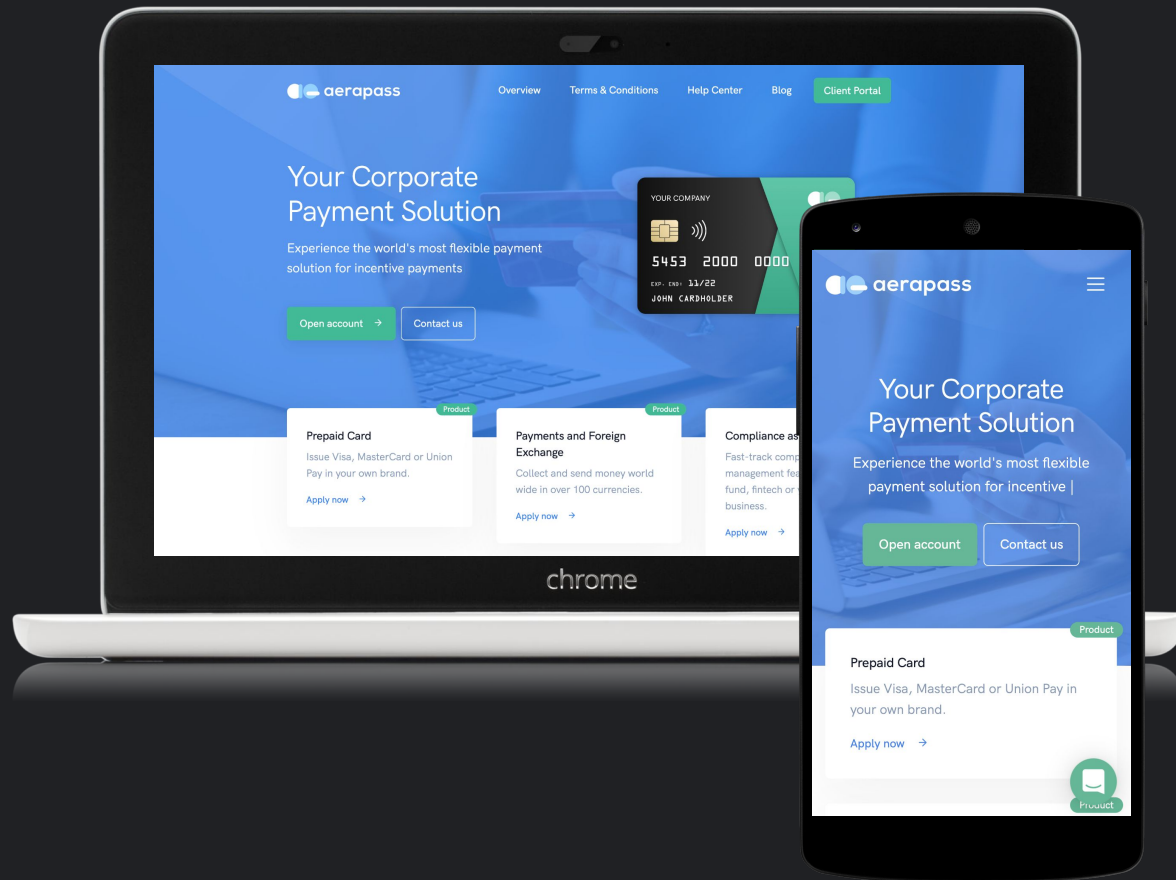


Aerapass

aerapass.io

Stack: Angular 6, ExpressJS,
PostgreSQL, Sequelize ORM

Short description: introduction of new
functionality, bug fixes

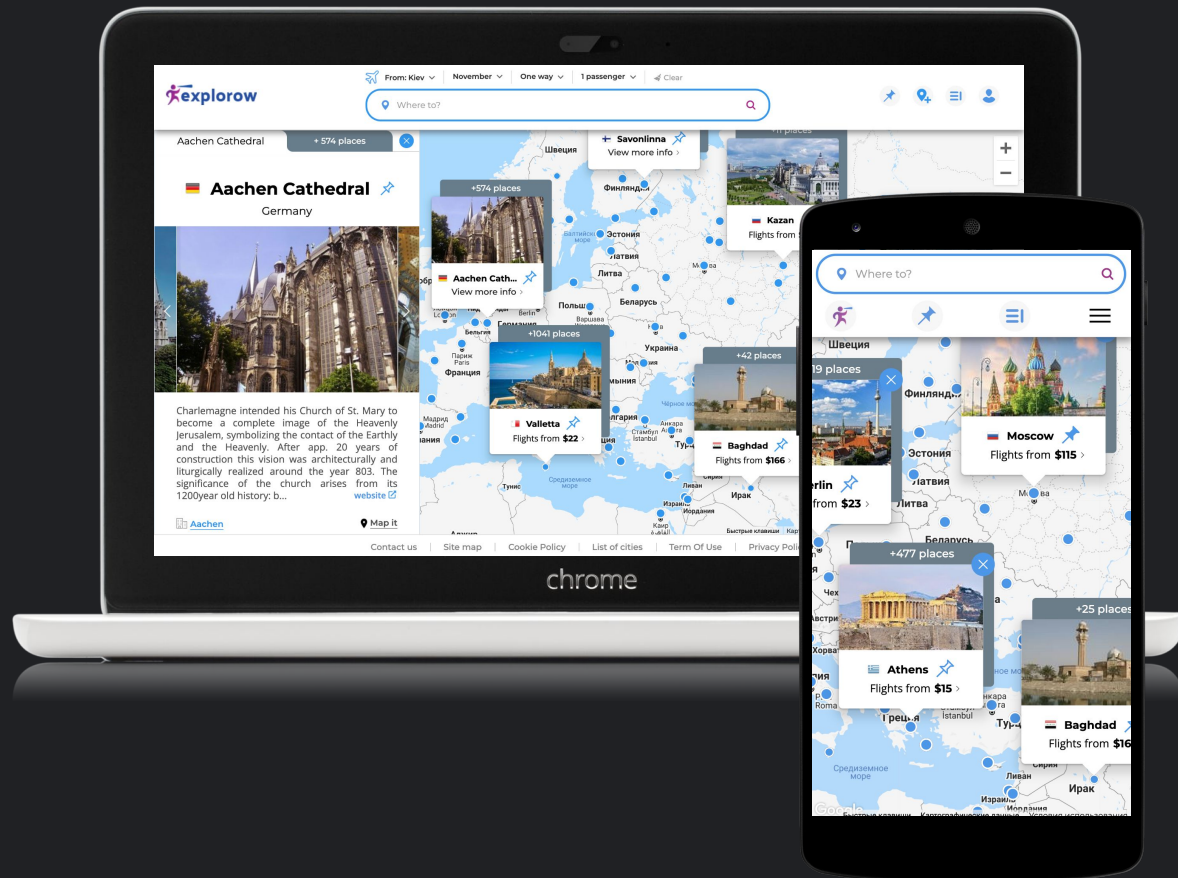


Explorow

explorow.com

Stack: Angular 8+, Angular Universal

Short description: development of new functionality for maps / lists of places, revision of existing functionality, fixing old errors, connecting Angular Universal

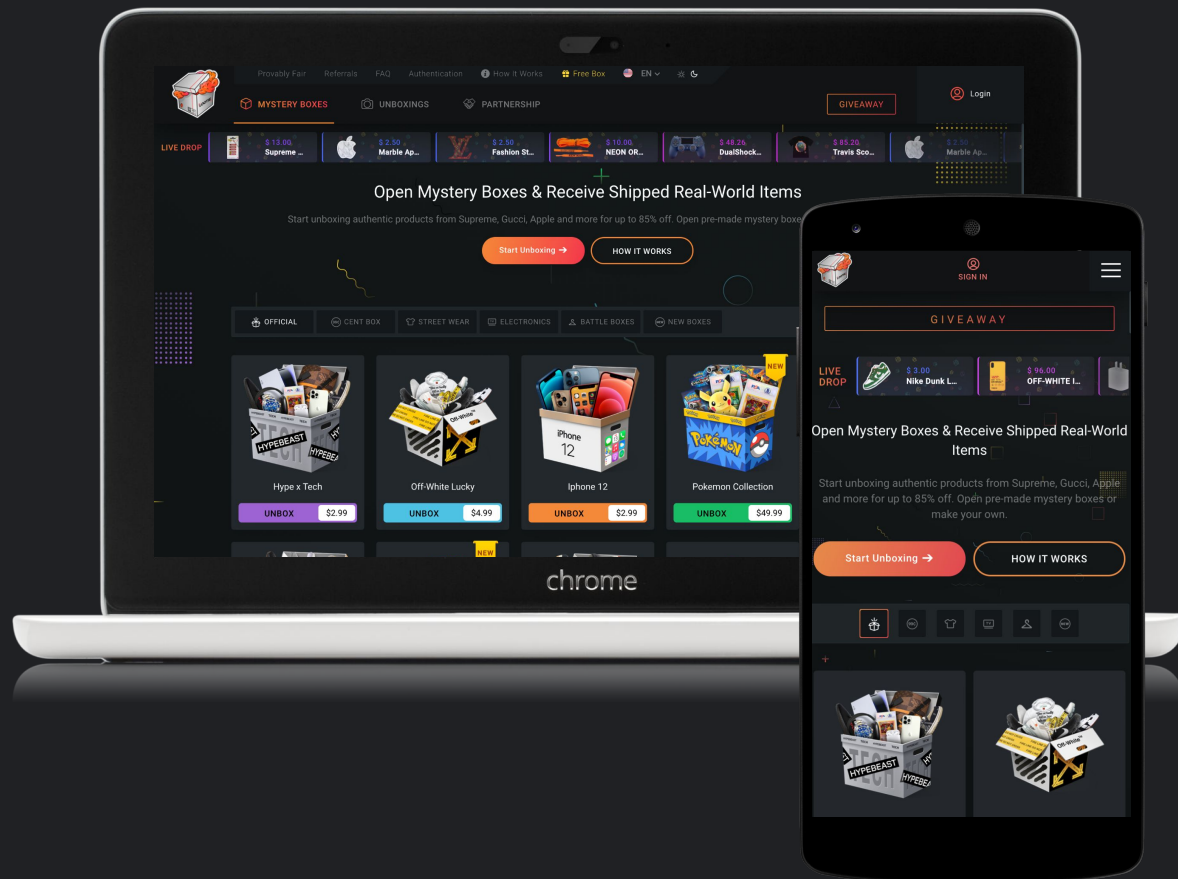


Lootie

lootie.com

Stack: Angular 8+

Short description: redesign of the application, adding new functionality, fixing bugs / errors

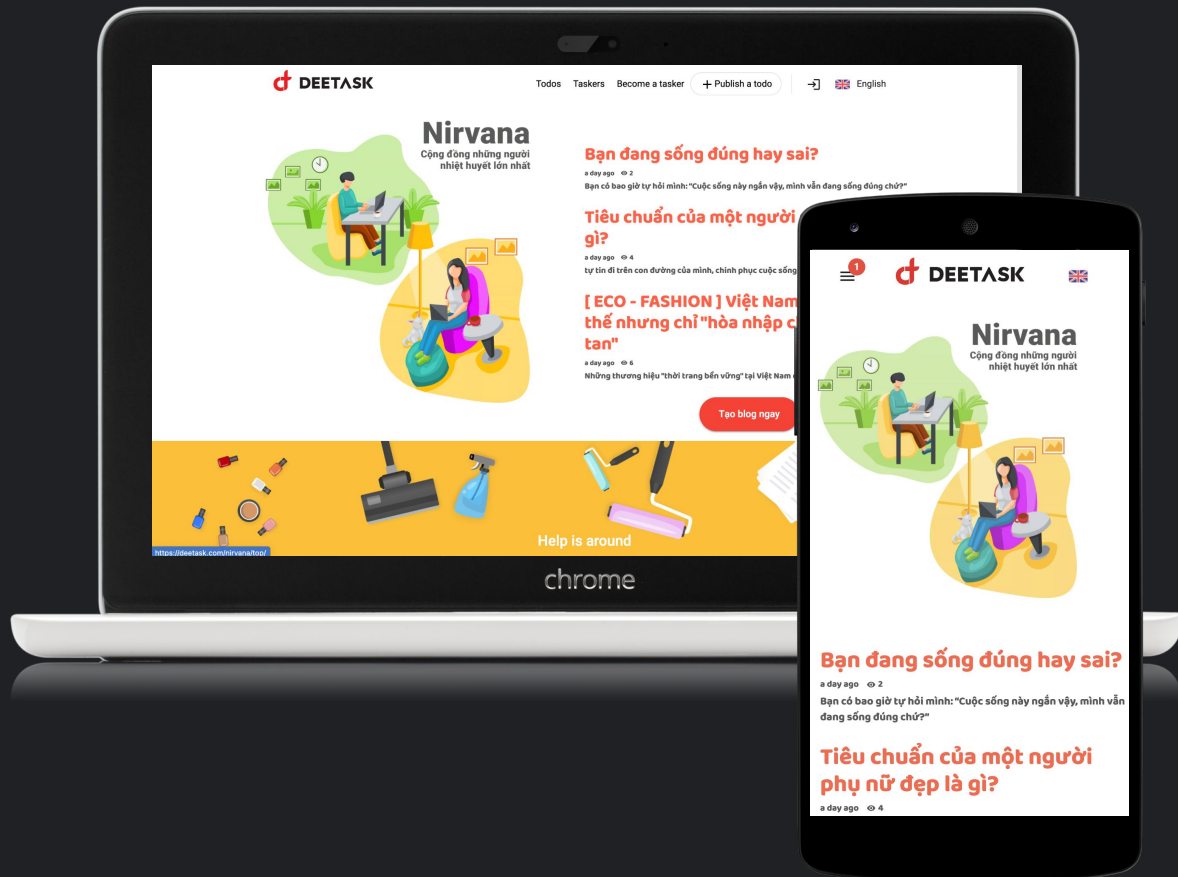


DeeTask

deetask.com

Stack: Angular 9+, Angular Universal

Short description: adding Angular Universal, adding / fixing functionality



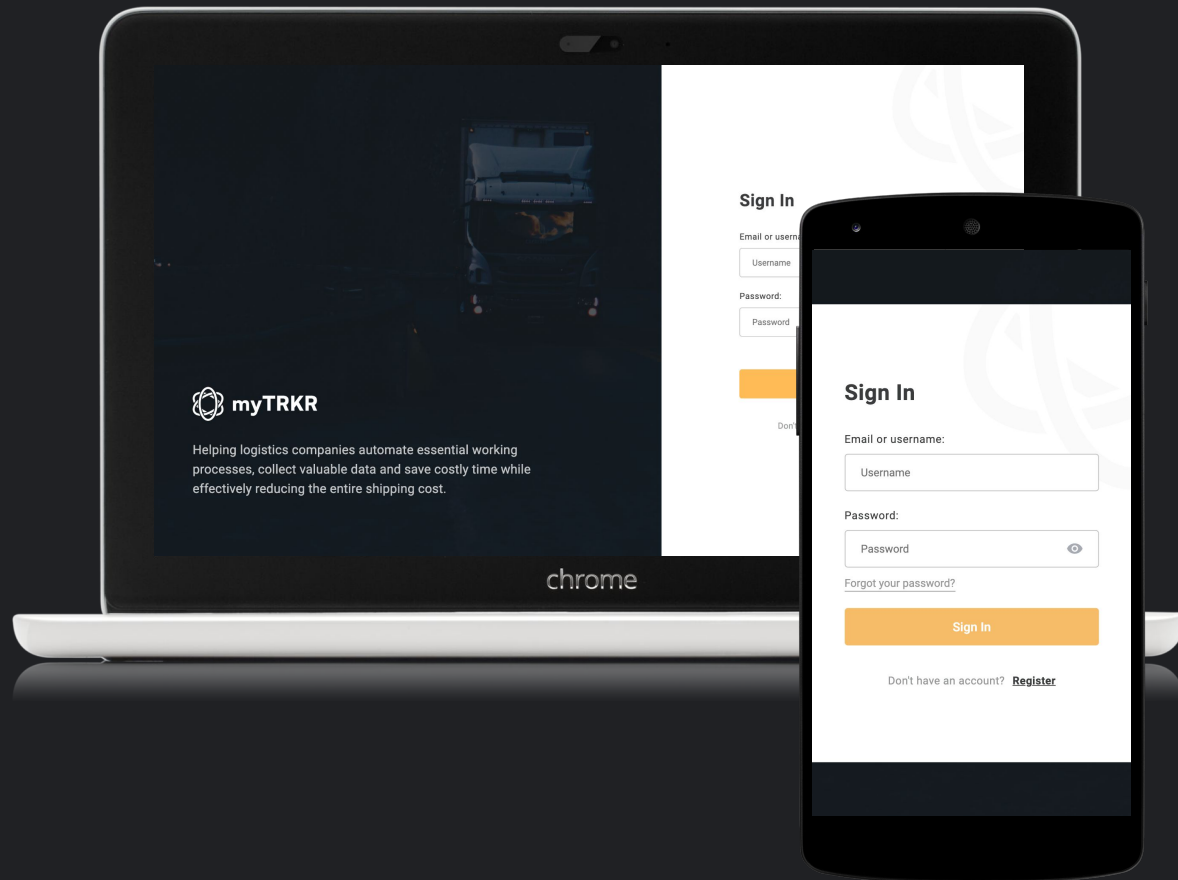


MyTRKR

mytrkr.com

Stack: Angular 10+

Short description: creating an application architecture, adding and building an application core, developing new functionality

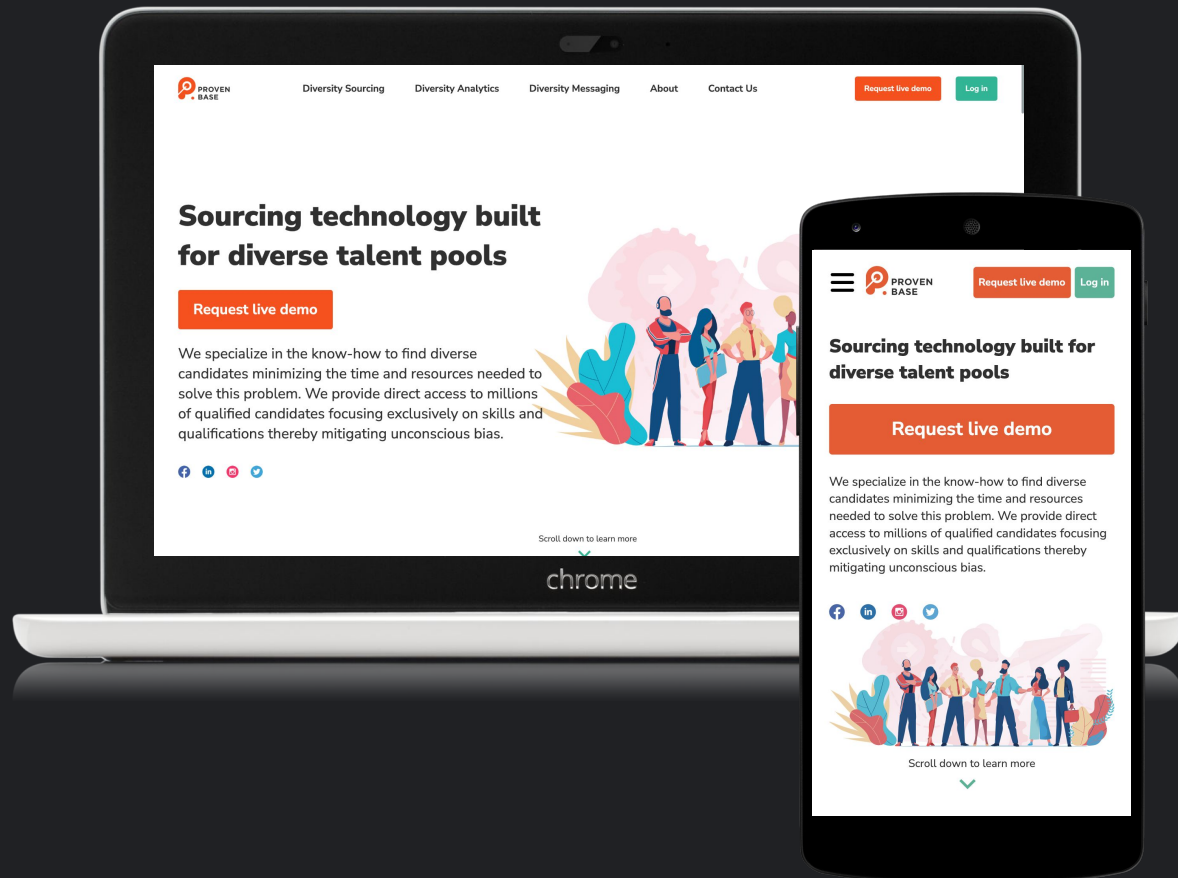


Provenbase

provenbase.com

Stack: Angular 10

Short description: reworking part of the application, fixing errors, adding new functionality



UTAX (Taxi-838)

utax.utaxcloud.net

Stack: Angular 9, Angular Material, SIP.js

Short description: developing and fixing the application, adding functionality for the distribution / transfer of calls, fixing memory leaks and problems with the performance of the application associated with a huge number of socket events, adding new functionality

