



Maria Kapiturko

HTML Developer /
Frontend Markup Developer
Middle+/Senior

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📍 Minsk, Belarus (Office/
Hybrid/Remote)
🌐 [Promo site](#)

Technical Skills

Core

HTML5 (Semantic Markup,
Accessibility / WCAG), CSS3 /
SCSS / SASS

Methodologies & Architecture

CSS Architecture, BEM
methodology, Scalable Design
Systems, Design Tokens
integration

Layout & Responsive

Adaptive Interfaces (Grid,
Flexbox), Cross-browser
debugging (Safari, iOS),
Rendering Performance
Optimization

JavaScript

ES6+, DOM manipulation,
Event handling, Web APIs,
Asynchronous programming
basics (Fetch, Promises)

Frameworks (Layout Integration)

Angular / Vue.js / React
(Component-driven approach)

Tools

Git (Branching workflows, Code
Review), Build tools (Webpack /
Gulp), Linting (ESLint, Stylelint)

Design Software

Figma (Pixel Perfect approach,
Dev Mode), Adobe Photoshop

AI Tools for Dev

GitHub Copilot, ChatGPT (used
for refactoring, style templates,
code-writing acceleration)

Education

Belarusian State University (BSU)

Minsk, Belarus (2016 – 2020) |
Higher Education

Languages

Russian	English
Native	B1

Socials

[LinkedIn](#)
[Maria Kapiturko](#)

[GitHub](#)
[Maria Kapiturko](#)

[Telegram](#)
[Maria](#)

Frontend Markup Developer with 7 years of commercial experience in international projects spanning iGaming, Fintech, and E-commerce sectors. Specialized in high-quality, pixel-perfect layout implementation for complex interfaces, rendering performance optimization, and scalable style architecture. Experienced in building design systems, establishing unified development standards (BEM, code style guidelines), and mentoring junior team members. Focused on optimizing team workflows through automation (including AI development tools) and creating comprehensive technical documentation

Work Experience

EPAM Systems June 2025 — June 2026
Frontend Markup Developer | Middle+

Project: Large-scale international B2B platform in the iGaming domain using Angular

- Developed and implemented UI layout guidelines for the development team, standardizing workflows, streamlining the code review process, and accelerating onboarding for new team members
- Engineered and maintained complex UI modules (gaming and analytics interfaces) with a strong focus on client-side performance and DOM structure optimization
- Designed adaptive and responsive layouts for dynamic interfaces and complex UI component states
- Integrated AI development tools (ChatGPT, GitHub Copilot) into the workflow to automate documentation generation and accelerate boilerplate CSS/SCSS writing
- Collaborated closely with UI/UX designers and PMs to align complex frontend solutions, including animations and edge-case interactive component behaviors

Softcorp August 2022 — June 2025
HTML Developer | Middle

Project: Large-scale international B2B platform in the iGaming domain using Vue

- Developed high-load interfaces featuring complex business logic, ensuring flawless visual and functional rendering of UI elements
- Contributed to designing and developing an internal UI component library (BEM), which significantly reduced the time required to assemble new application pages
- Performed code refactoring: optimized interface DOM structure and enhanced style components reusability
- Worked in close collaboration with Frontend Engineers to ensure seamless integration of semantic layout into Vue.js components
- Adapted complex desktop modules for mobile devices, maintaining strict alignment with UI/UX design requirements

Qulix Systems January 2022 — August 2022
HTML Developer | Middle

Projects: Software products in the Fintech and Business Services domains

- Implemented UI modules for both desktop and mobile versions of multi-layered web interfaces
- Developed responsive layouts and scalable templates, contributing to the improvement of the product's visual consistency
- Participated in building layout architecture from scratch and optimized responsive elements for consistent cross-device performance
- Partnered with the QA department to identify, debug, and resolve layout issues promptly, ensuring top-tier visual quality

ItStep January 2022 — August 2022 (Part-time)
HTML & CSS Instructor

- Successfully trained and certified over 25 students, helping them successfully transition into commercial IT roles
- Created curriculum and practical assignments from scratch, aligned with modern industry benchmarks (HTML5/CSS3, BEM methodology, mobile-first design)
- Conducted meticulous student code reviews, teaching best practices and helping them identify structural and optimization pitfalls in layout architecture

STSoft March 2020 — January 2022
HTML Developer | Junior+

Project: Large-scale e-commerce web platform for heavy machinery [lbr.ru](#)

- Led full-cycle adaptive and cross-browser markup implementation based on Figma and Photoshop design mockups
- Leveraged CSS Grid and Flexbox layouts to build complex product matrices and listings, reducing layout code redundancy
- Enhanced legacy UI modules based on user feedback and web analytics data, contributing to bounce rate reduction

Iris Media September 2019 — March 2020
HTML Developer | Junior

Projects: High-conversion landing pages and promotional sites for digital marketing campaigns

- Developed mobile and desktop web pages from scratch, ensuring flawless user interaction and responsiveness on various smartphones
- Optimized loading speed and graphical assets to handle high volumes of promotional traffic efficiently
- Implemented lightweight JavaScript scripts to add interactivity to UI components