



# Daniel Prętki

Front-End Developer

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## EDUCATION

### Technik architektury krajobrazu ZESPÓŁ SZKÓŁ ROLNICZYCH CENTRUM KSZTAŁCENIA USTAWICZNEGO

09/2012 - 04/2016

Trzcianka

## WORK EXPERIENCE

### FULFILLMENT ASSOCIATE (PRACOWNIK MAGAZYNOWY DS.LOG)

Amazon Fulfillment Poland sp. z o.o., Amazon  
Fulfillment w Sadach

09/2017 - Present

Achievements/Tasks

- Proxy Lead in Pack department.
- Proxy/ POC/ Peer Trener on Problem Solving department.
- Process Guide in the Pack department.
- Warehouse work in Pack departments.

### FULFILLMENT ASSOCIATE / PRACOWNIK MAGAZYNOWY

Adecco Poland Sp. z o.o., Amazon Fulfillment w  
Sadach

05/2017 - 08/2017

Achievements/Tasks

- Warehouse work in Pack departments.

## SKILLS

Teamwork

JavaScript (ES6, React.js, Node.js, jQuery)

Time management

HTML 5.x

Problem-solving, Troubleshooting

CSS3 (Bootstrap, Tailwind CSS)

Willingness to learn

Java

Decision-making

Microsoft Office(Word Excel, Access, PowerPoint)

## PROJECTS

Expenses Calculator [↗](#)

- A budget calculator to measure expenses and incomes.

Sudoku-Solver [↗](#)

- A simple application that solves a correctly given Sudoku puzzle for you

## CERTIFICATES

Java od Podstaw do Eksperta - Udemy [↗](#)

Basics of Java. Mechanisms of the OOP programming: classes, interfaces, inheritance, polymorphism, etc. Write, compile and run basic Java applications.

JavaScript & React - Future Collars (09/2022 - 12/2022) [↗](#)

JavaScript ES Next, asynchrony, communication with the backend, debugging methods, destructuring, scope.React 18.x, Functional and class components, props, state, routing (SPA), Hooks. Best coding practices, teamwork strategies, task planning, task duration estimation.

HTML/CSS - Future Collars (09/2022 - 09/2022) [↗](#)

HTML 5.x, CSS3, CSS animation basics, RWD (Fluid layout, @media, mobile-first), BE.

## LANGUAGES

Polish

Native or Bilingual Proficiency

English

Professional Working Proficiency

## INTERESTS

Light novel and science fiction novel such

Pen and Paper RPG Games.

3D graphics modeling and drawing in Blender.

Front-End and Back-End spectrum.

PC Games