

Marcin Bureta Frontend Developer 😊

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ABOUT MYSELF

A passionate developer, willing to deliver high-quality software, following design patterns and best practices. Desired to learn new technologies and not be constrained to only one field.

My goal is to deliver business value, while also leveling up my skills

WHAT I'M LOOKING FOR

- The possibility to work with passionate developers/engineers.
- The opportunity to work on cool projects.
- Having an impact on built products.

SELECTED PROJECTS

Portfolio Site

Personal portfolio showcasing my programming journey in more visual way.

[Live Preview](#) [Source Code](#)

Candy Catcher Game

Game about catching candies with halloween motive. Project was made with the help of matter.js physics engine, which controls gravity and handles collision events of falling objects.

[Live Preview](#) [Source Code](#)

To Do List

The project was created on the bases of object-oriented programming. Content is live-rendering from the data, which is provided by user inputs.

[Live Preview](#) [Source Code](#)

Comic Searcher

Comic searcher app is using Marvel API to get data about comics from their series. Asynchronous Javascript has been used to fetch data on user's request.

[Live Preview](#) [Source Code](#)

LANGUAGES

English

B2

Polish

Native

TECHNOLOGIES

JavaScript

HTML

CSS

SASS

npm

ViteJS

Git

I hereby give consent for my personal data included in the application to be processed for the purposes of the recruitment process and future recruitment processes in accordance with Art. 6 paragraph 1 letter a of the Regulation of the European Parliament and of the Council (EU) 2016/679 of 27 April 2016 on the protection of natural persons with regard to the processing of personal data and on the free movement of such data, and repealing Directive 95/46/EC (General Data Protection Regulation).