

Jakub Florek

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About me

High school student from a middle sized city in southern Poland. Interested in programming since childhood. Started programming by attending game jams and creating games using the Unity engine. My greatest passion is creating mobile applications for iOS.

Experience

iOS developer - 2020-21

TarBUS

Tarbus is the most popular, most frequently and best rated Tarnów application on the App Store. As one of the founders of the startup, I am fully responsible for the iOS application. It is the result of c The app obsoletes having to interpret printed tables on the bus stop by offering a way for users to obtain the bus timetables for the Michalus provider on their phones. So far it accounted for over 5000 downloads on iOS and Android combined. The app uses technologies like SwiftUI, MapKit, WidgetKit, SQL, Git and many more. One of the most recognizable features are widgets. TarBUS was likely the first public transport app to include widget support on iOS, at least in Poland.

iOS developer - 2022

Kitchen Test Ride layout editor

This is an enterprise app used for creating kitchen layouts. It's based around standardized Blum „kitchen test ride” programme. After a meeting with clients, an employee may create a blueprint using the app according to the physical model made during the meeting. The project then can be exported to PDF and sent with annotations to the client and the carpenter. It's still in development scheduled to end in Q1 of 2023.

iOS developer - 2021-22

Welcome sheet - open source

Swift package that provides developers with an incredibly easy way of adding onboarding screens to their apps. It works perfectly on iOS, iPadOS and Mac Catalyst. So far it received over 40 stars on GitHub. One other person also contributed to the repository.

Skills

- Swift
- iOS SDK
- MVVM
- HTML/CSS/JavaScript
- Firebase
- Bootstrap
- jQuery
- Unity/C#
- Python
- Git
- SQL
- Creativity

Education

- **[2019-]** IV liceum
ogólnokształcące im. Jana
Pawła II w Tarnowie.

Languages

- English (IELTS academic 8.0, C1)
- German (Communicative)
- Norwegian (Elementary)

Web developer - 2021-22

Personal website

A personal website to showcase all of my projects. Initially intended to be just a simple website with hyperlinks to different projects, but not satisfied with the result, I rewrote it with Bootstrap focusing primarily on the website's design, which was made to resemble Apple's design language. Apart from Bootstrap, the website also uses jQuery.

Unity developer - 2020

Star Buffs

This is an entry for the Ludum Dare 46 game jam. The game is a simple top down shooter based around one concept connected firmly to the theme of the jam „Keep it alive”. The player—after collecting enough points from killing hostile ships, is able to take over control over one enemy to keep its perks and buffs. The most rewarded and appreciated feature of this game was its graphics. Using, by the time still in beta, Unity's Universal Render Pipeline, the game gained its signature, dark appearance dynamically lit by player, enemies and other elements crucial to the gameplay. The game is written entirely in C#.

iOS developer - 2021-22

WWDC21 and 22 Swift Student Challenge winner

SSC is a contest for students held annually by Apple Inc. ahead of their WWDC conference. My first entry was about good principles in icon design. The user first learned about three different concepts through interactive lessons and by the end they could utilize the knowledge in a simple yet powerful editor. The 2022 submission was much more complex though. It was based around audio editing and the concept of queuing different effects. The user could tweak and add in any order effects like distortion, reverb, delay and EQ to an imported audio file. The app was capable of on-device render of the finished track.

Warehouse worker - 2018, 19, 20, 21, 22

Summer warehouse job

Each year, during the busiest months of summer, I have helped at my dad's company in completing orders from the online store. My responsibility was collecting requested items for storage and handing them over to packaging or palletizing. I've learned a lot about overall warehouse management and gained insights to each link of the process—from customer, through order, to shipment.

Achievements and prizes

Winner of the WWDC21 and WWDC22 Swift Student Challenge organised annually by Apple Inc.

Links

- Personal website:
jakubflorek.com
- Tarbus iOS: apps.apple.com/pl/app/tarbus/id1554556128
- TarBUS fanpage:
www.facebook.com/tarbus2021
- Welcome Sheet repository:
github.com/MAJKFL/Welcome-Sheet
- Star Buffs: jakubflorek.com/games/StarBuffs/StarBuffs.html
- WWDC21 winning entry „Wonderful icons”:
github.com/MAJKFL/Wonderful_Icons-WWDC21
- WWDC22 winning entry „Audioqe”:
github.com/MAJKFL/Audioqe-WWDC22

Interests

- Guitar playing
- Music
- Photography
- Skiing
- Gaming