

# Curriculum Vitae

## Marcin Henzel

Junior FrontEnd Developer



Date of birth: 17.06.1996  
City: Rybnik  
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Phone: -----  
Portfolio: <https://frontvision.co>

### Skills

**Programing skills:** JavaScript(ES6+), TypeScript, Angular2+, CSS3(RWD), SASS, HTML

**Basic programing skills:** SQL, GIT, GitLab, Firebase, WordPress, C#

**Additional:** english B2, polish native, driving license B

### Experience in IT

- 09.2018 – 11.2018      **Bobson – Junior FrontEnd Developer**  
Created browser based CRM tools with Angular 6:  
- building sites in pixel perfect  
- module to create docs, build from customizable elements (style, nesting, order) dynamically saved in database
- 06.2018 – 08.2018      **Bobson – Intern Full-Stack**  
- Small webpage (HTML, JS, CSS, PHP, MySQL)  
- Microcontrollers (Arduino)  
- Simple games (JS, JS + Phaser, GodotScript)

### Education

- 2017/2018 – 09.2020      **WSB University in Poznan**  
Informatics (Business analytics and implementation of IT systems)
- 2011/2012 – 2015/2016      **Secondary School of Construction Engineering in Rybnik**  
Surveyor Technician

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## Own Projects

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### ITFS – [itfs-cfcd9.web.app](https://itfs-cfcd9.web.app)

Used technologies/libraries: Angular9, Angular Materials , REST, RXJS, RWD, SASS, Firebase Functions, Firebase hosting

Projects presents my frontend contribution which was used in group Engineering Thesis. Backend via Firebase functions was added to present working REST.

Application is ment to be used by administrators to track and add data to sections like transport or office with the possibility of sending alerts to mailboxes.

<https://github.com/MarcinHenzel/ITFS>

### Tribal Manager – <https://tribalmanager-f84a4.web.app>

Used technologies/libraries: Angular8, Angular materials, Web worker, momentJS, Firebase Hosting, SASS

Application helps to manage with huge data in strategic game called "Plemiona".

Consists of the following modules:

**Best attack plan** - Tool to build attack plan for certain hour based on village positions and given targets. Program also tries to avoid sleep hours as much as possible.

**Assign orders** - Tools for leaders to transcribe orders based on resources and planned targets.

**Nobles in range** - Calculates conquer potential of players in certain area

**Repetition counter** - Counts all repeating sources from multiple SOS raports. To import data select all .txt files at once.

Due to requirment of having specific data to make the calculations. You can find some examples that might be copied in /src/assets.

<https://github.com/MarcinHenzel/Tribal-Manager-Angular>

## Certificates

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MTA – MS-40361 Software Development Fundamentals

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