

Martin J. Lasek

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SKILLS

TECHNICAL SKILLS

Proficient with:

Swift 5 • server-side Swift • Async/Futures • API • Git •
Authentication/Authorization • MySQL • SQLite •
JavaScript • HTML • CSS • ReactJS/Redux

SOFT SKILLS

Good with:

Bilingual: English, German • Tutor • Problem Solver •
Public Speaker • Conference & Meetup Organizer

WORK EXPERIENCE

FREELANCE

Senior Full-Stack Software Engineer

April 2019 - Present | Berlin, Germany

- Reduced loading time by 60% by implementing eager content loading, leading to faster content delivery and enhanced UX.
- Increased user retention from 0.4 to 0.5 by implementing best practices of UI and UX combining video and complex animations.

NODES AGENCY

Senior Full-Stack Software Engineer

March 2018 - April 2019 | Berlin, Germany

- Implemented betting portal using ReactJS, Redux, and Websockets to display time-sensitive data consumed by a third-party API.
- Developed a scalable microservice architecture and API to deliver, recommend, and track thousands of podcast episodes using asynchronous server-side technologies.

SECU-RING GMBH

Full-Stack Software Engineer

December 2014 - February 2018 | Berlin, Germany

- Worked in a team developing a vacation rental management platform which included the creation of a website template for users.

EDUCATION

OSZ IMT / SECU-RING GMBH

Apprenticeship

Graduated June 2017 | Berlin, Germany

Major: Software Engineering

Minor: Databases, Data Structures, Algorithms

TECHNICAL PROJECTS

MI-CUIT | [Link](#)

Spring 2021 | Berlin, Germany

iOS App for daily menus of restaurants

- Implemented an eager loading menu feed capable of distance sorting based on the current location of the user
- Created custom user verification and user management system utilizing server-side Swift.
- Built content management system for restaurants to maintain menus, job listings and more.

BETTER WORKOUT | [Link](#)

Spring 2020 | Berlin, Germany

iOS App for home workouts

- Built a native iOS App for creating your own home workouts using UIKit, SQLite, and a backend that is built using swift, as well.
- Implement a user interface that is well adapted to the needs of a workout e.g. large Countdown numbers and a list of exercises.

MOMOKO | [Link](#)

Fall 2019 | Berlin, Germany

iOS Game - High Score Game in 3D

- Built a native 3D game for iOS using Swift, SceneKit.
- Implemented player movement using advanced algebra such as vector calculation/manipulation.
- Created an AI system with multiple difficulty levels for enemies.

COMMUNITY

SERVER-SIDE SWIFT CONFERENCE | [Link](#)

Fall 2018 - Present | Berlin, Germany

Co-Founded the Conference

- Successfully spearheaded and organized an international conference supported by speakers from companies such as Apple, Amazon, IBM, and more.
- Profitably scaled and budgeted the conference in the following year (2019) by increasing the number of attendees by 70%.

ARTICLE WRITER | [Link](#)

Fall 2017 - Present | Berlin, Germany

Frequent Article Writer on How to Develop Software

- With over 15,000 views every month and over 1,000 followers I have created resources for developers to learn how to implement websites, APIs, and iOS apps.

VIDEO TUTORIAL CREATOR | [Link](#)

Fall 2019 - Present | Berlin, Germany

Step-By-Step Guide on How to Create Real-World Apps

- Recorded, planned, and edited easy to follow tutorials to help developers and those interested in programming on how to build iOS apps and websites.