MICHAL BRYXÍ

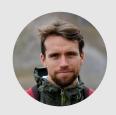
Full stack web developer

@ michal.bryxi@gmail.com❤ gitlab.com/michal.bryxi

→ +41779554796♠ github.com/MichalBryxi

• Interlaken, Switzerland

in linkedin.com/in/michalbryxi



EXPERIENCE

Engineering manager

CrowdStrike

2021 - now

- Interlaken, Switzerland
- Leading team of developers to deliver customer value.
- Actively advocating for sustained engineering and sustainable practices.
- Developing a tech-debt initiative to improve code quality.

Sr. frontend developer

CrowdStrike

2018 - 2021

- Edinburgh, Scotland
- Frontend development of Falcon Console using EmberJS.
- Implementation of stricter linter rules to enforce better DX.
- Chrome extension implementation to improve DX.

Frontend developer

Puppet

= 2013 - 2018

- Belfast, Northern Ireland
- Frontend development of Puppet Enterprise Console using EmberJS.
- ReactJS + SemanticUI experience on other company projects.

Configuration manager

IntraWorlds s.r.o.

2010 - 2013

- Pilsen, Czechia
- Linux infrastructure maintenance and growth. OS/application security and performance. Automation of daily developer tasks.
- Product / infrastructure migration from ISO 8859-1 to UTF8.
- Implementation of ISO 27001 information security management system.
- Infrastructure migration to Puppet.

Configuration manager

vsechnyzakazky.cz

2012

- Remote
- Automating administration of linux servers via puppet.
- Virtualization libvirt and KVM.

Lector on network administrator course

Jan Ámos Komenský academy

2008

Pilsen, Czechia

• Network administrator course for labor office.

TECHNOLOGIES

BASH CSS D			ocker	Drupal	
EmberJS		66+	Firebase git		
Heroku		ML	JavaS	cript	Jekyll
MEX	Puppet		React	Ruby on Rails	
sed	SQL Tails		/indCSS	W	ordpress

STRENGTHS

Ability to automate

Can break anything Curious

Love good UX Organized

Purposeful Social

LANGUAGES

Czech English German



EDUCATION

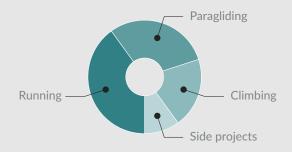
M.S. in Computer Science University of West Bohemia

2008 - 2011

B.S. in Computer Science University of West Bohemia

2005 - 2008

FREE TIME



SIDE PROJECTS



gradient-company.pudr.com

Fully accessible web comics. Exploratory React project trying to bend the rules of what is possible with CSS & accessibility.



beauty-pay.cz

All in one solution for hairdressers. EmberJS, Ruby on Rails, PostgreSQL, Docker, GitLab CI, Heroku, Netlify, Mailgun.



ember-dag-generator.herokuapp.com

Puppet logo generator. D3, EmberJS, Heroku, Material design



foun.pudr.com

Cell phone invoice manager for Vodafone corporate customers (private project).



Apache fork hack cleaner

Script to detect specific malware installed on websites served via vulnerable version of Apache.



MagicPass2GPX

Extract information about pass validity areas from a website and use geocoding API to produce a GPX with said locations.



Justify this Align 4 Tailwind

Visual explanation of TailwindCSS flex / grid classes.



Websites

Billiard club presentation - Drupal - http://kulecnik-plzen.cz

Sport blog - Empress - https://sportsting-misa.pudr.com/

Event blog - Firebase, Bootstrap - http://vr2015.pudr.com

Travel blog - Bootstrap - http://elberadweg.pudr.com/



Talks at conferences

- **2022 Remote** The case for consistency in 2022+ frontend apps
- **2021 EmberFest** You're a contributor!
- 2020 Remote How to make a flawless software 101
- 2018 BelfastJS Surprising a11y
- **2017 BelfastJS** Ember related goodness to blow our minds
- 2016 DevOpsDays Berlin GitHub tricks you should know
- 2015 EurOpen Intro to Razor

COMMUNITY PROJECTS



Flight Club Interlaken

A social space for outdoor people. Helping with event organisation.



IT camp lector

Camp oriented on acquiring basic knowledge of HTML, CSS, and good habits of using computers for children from 10 to 15 years of age.



Seminar focused on attracting young women into IT.



Pilsen on Bike plzennakole.cz

Critical mass - Organisation of event that tries to promote the usage of bike as alternative mode of transportation.

Bike to work - Helping with organisation.

Website consultation - Design, content.