



# Michal Pavlíček

[linkedin](#) ▪ [github](#) ▪ [michal-pavlicek.tech](#) ▪ [email](#)

## Experience

### [Upwork](#)

Freelance Website Developer  
Aug '21 - Now

Developed web projects for **3 customers** in **React** and **Vanilla JS** and received all **5 star ratings** both for my work and clear communication with clients. Currently working on another web application in **React** with one of my **past clients**. I optimized an existing website **for mobile devices**, improved UI and implemented new crucial features.

### [Zauzoo](#)

React Web Developer  
Sep '21 - Mar '22

Zauzoo is a Czech company developing custom software solutions. My first project comprised of developing front-end of an admin interface ordered by a big insurance client using **React** and **Material UI**. In the second one I was responsible for **unit testing** a huge internet banking codebase from one of the major banks on the Czech market in **Jasmine** and **Karma.js**.

### [VelkáDomů.cz](#)

Full-stack Developer  
Nov '20 - Feb '21

Teamed up with friend of mine to create a new soccer news website. I was responsible for the whole technical part and I developed a **Flask back-end API** alongside a **Svelte front-end** application optimized for SEO. The website received **5 000 user visits** during its first two months of operating. I programmed a **block-based text editor** from scratch and a CRUD admin dashboard for the authors.

### [Slibotechny](#)

Full-stack Developer  
Aug '21

Created a **full-stack application** using **Flask** with **Sqlalchemy database** and **Svelte** for a group of political enthusiasts. The final result focuses on **accessibility** and **simplicity** since its main use is to inform broad society about the political parties' promises they made before election and if they stick with them.

### [Unihockey tournament](#)

Full-stack Developer  
May '20 - Jul '20

A real-time application for an annual sports competition at my past high-school. I created a mobile-first front-end in **React** and a real-time update capable back-end using **Flask**. I was also responsible for the **responsive design**.

### [Epidemiological model](#)

Web Animator  
May '20

Simulation of the simplest epidemiological model programmed in **Vanilla JS** using the HTML's **canvas tag**. I used a **third-part graphing library** to display the current state of the simulation and to convey the importance of social distancing in the early days of Covid outbreak.

## Education

### [Data Science & Artificial Intelligence](#)

Maastricht University Bachelor Program  
1st year student - expected graduation 2025

## Skills

**Front-end:** React, Javascript, HTML, CSS, Svelte, Sapper, Material UI, jQuery, Canvas, Responsiveness, Three.js

**Back-end:** Python, Flask, Sqlalchemy, SQL, Authentication, API, Java

**Other:** Git, GitHub, Vercel, Figma, Algorithms & Data Types, Unit testing, Unity

## Other

### [Competitions](#)

[Mathematics Olympiad in Programming](#)  
[20th place in Czechia](#)

[High School Business Challenge](#)  
[1st place & advanced to international round](#)

[Competition in Programming](#)  
[Advancement to national round](#)

[Kasiopea Programming](#)  
[20th place in Czechia](#)

### [Other mentionable achievements](#)

[Cambridge English: Advanced](#)  
[C2 Proficiency](#)

[DSD II Sprachdiplom](#)  
[C1 German Knowledge](#)

[PMI Certificate](#)  
["Project management for life"](#)

[Game news website cshdd.cz](#)  
[6 months of copywriting](#)

[Correspondence seminar M&M](#)  
[Published article about transistors and computers](#)

### [Small projects links](#)

[Custom Text Editor](#)

[SIR Model](#)

[Sudoku Solver](#)

[Waterfall Game](#)