

Erik Kurjak

A team player with a passion for building modern digital solutions. With a strong affinity for functional programming and a natural problem-solving ability. I'm originally from Slovakia. Currently living in Prague, Czech Republic.

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Career

Senior Software Engineer

Feb 2023 – Present

🏢 *Splash, Inc.*

Remote, Contract, USA

- Implementation of multiple React apps into the legacy code in Coldfusion.
- Collaborate with a dynamic team to design, develop, and optimize scalable backend services and APIs to enhance the gaming experience.
- One of the engineers responsible for the core gameplay functionality on client side.
- Took responsibility of owning multiple features and their development.
- Implementing TDD and helping Quality Engineers to write more e2e tests.
- Actively contribute to code reviews, and sharing knowledge across the team.

Lead Software Engineer

Feb 2019 – Feb 2023

🏢 *Alteryx, Data Science and Analytics Automation Platform* *Remote, Contract, USA/Prague*

- Experienced two promotions during my tenure at Alteryx, advancing from SE to SSE and finally to Lead Software Engineer.
- Acted as SDM for a team of 8 engineers and one product manager for a 6-month period.
- Represented Prague as part of the frontend and typescript guild.
- Played a key role in implementing micro-frontend architecture as one of the engineers.
- Successfully led Alteryx Plans as both an engineer and manager, ensuring on-time product delivery.
- Conducted interviews for new candidates, mentored new hires, and prepared workshops for teams.

Software Engineer

Feb 2018 – Feb 2019

🏢 *Generali, Czech Insurance*

Prague, Czechia

- Refactored old Java code with Angular to NodeJS and React.
- Conducted code reviews and shared knowledge within the team.
- Enforced Test-Driven Development (TDD) practices, maintaining test coverage above 90%.
- Streamlined code with a significant refactor, adopting a more functional approach.
- Implemented core business logic using Redux and Redux-Sagas with emphasis on functional programming.

Software Engineer

Jun 2017 – Feb 2018

🏢 *Betsys, Inc.*

Prague, Czechia

- Member of the frontend architecture group.
- Implemented core game engine for virtual sports.
- Investigated and resolved defects.
- Communicated with team members to discuss project requirements.
- Conducted code reviews.

Junior Software Developer

Jun 2016 – Jun 2017

🏢 *Tipsport, a.s.*

Prague, Czechia


- Implemented a new design component system for the company's app.
- Participated in various meetups focusing on frontend development.
- Collaborated with UX/UI designers to create modern and responsive interfaces for web applications.

Competencies

 **Human Languages:** English ★★★★★, Slovak ★★★★★, German ★☆☆☆☆
 **Primary Languages:**  Various Web Languages, Typescript,  Rust
 **Cloud:**  Docker,  AWS,  Netlify/Vercel/Fast
 **DevOps:**  GitHub Actions,  GitLab CI
 **UI/UX:**  Figma,  Framer,  Storybook
 **Testing:** Jest, Playwright, Cypress
 **Distributed Data:**  GraphQL,  SQL,  Redis

Education

Bachelor of Science, Computer Science

 *Charles University*

- Unfinished due to health reasons

Aug 2015 – Jan 2017

Prague, Czechia