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 enginneers responsible for the core gameplay functionality on client side.
- Took responsibility of owning multiple features and their development.
- Actively contribute to code reviews, and sharing knowledge across the team.

Lead Sofware Engineer   Feb 2019 – Feb 2023
🏢 *Alteryx, Data Science and Analytics Automation Platform*   *Prague, Czechia*

- 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, 🦀 Rust
☁ **Cloud:** 🐳 Docker, aws AWS, 🅹🆂 Netflify/Vercel/Fast
🤖 **DevOps:** 🐙 GitHub Actions, 🦊 GitLab CI
🖌 **UI/UX:** ⬡ Figma, ⚛ Framer, ⚛ Storybook
🗄 **Distributed Data:** ◈ GraphQL, 🐘 SQL, 📚 Redis

Education

Bachelor of Science, Computer Science   Aug 2015 – Jan 2017
🏛 *Charles University*   *Prague, Czechia*

- Unfinished due to health reasons