MACIEJ SKORUS

FRONTEND DEVELOPER

ABOUT

Versatile and open-minded developer focused on building engaging, user-centered frontend solutions, with solid hands-on experience in backend work. Skilled in Web3 development for the gaming industry and in crafting custom platforms and tools for the medical events sector, backed by a strong foundation in IT support. Personally passionate about WebGL, modding, and building useful and entertaining code, not only frontend centered

CONTACT

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EDUCATION

UNIVERSITY OF SILESIA
Web Application Programming
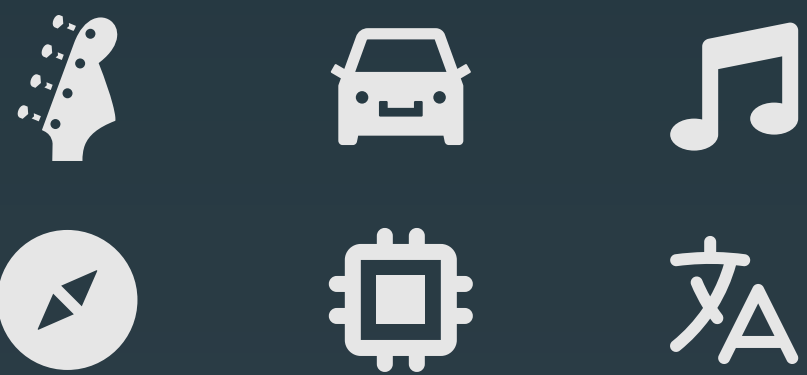Enigneer degree
October 2017 - June 2021

LANGUAGES

English - C1
Russian - A2
Polish - native

LINKS

/skorczanFFF
/mskorus
mskorus.vercel.app ▲

HOBBIES

EXPERIENCE

BUSINESS SERVICE GALOP
Front-End Developer May 2024 - present

• Updating and expanding the internal event management system with new functionalities, system optimizations, and bug fixes; designed a new participant zone integrated into the event websites; created a dedicated system instance tailored to the needs of a major client, supporting diverse medical courses and events

• Developing a management system for the Endoscopy Section and a VoD platform for purchasing and accessing recorded conference content, dedicated front-end solutions for medical events (customized registration forms and websites, participant zones, API integrations) and responsive mailings compatible across all major email services

• Developed a mobile application for Zebra data collectors (QR code scanning with local data storage) and a web application for attendance tracking during event sessions, supporting both self-scanning kiosks and Zebra scanners

• Built a customizable live voting application with an administrative panel and real-time results; developed virtual exhibitor booths with documentation for partner companies

• Providing onsite IT support during events across Poland, ensuring smooth operation of software systems and hardware reliability; assisting event participants when needed, including at international conferences; representing the IT department during international meetings and occasionally serving as a company driver

ANFATA GAMES
Junior Web3 Frontend Developer Sep 2022 - Aug 2023

• Developed a decentralized application integrated with Smart Contracts and ImmutableX collections, including building a marketplace, bridging NFTs between L1 and L2, enabling transfers between accounts, and implementing a live auction system.

• Worked with Moralis and Firebase databases and cloud functions, using TypeScript, Next.js, GSAP, and version control systems like GitLab and Bitbucket

• Implemented a new homepage, integrated a Sanity CMS blog system, and built custom event-oriented websites and features across company platforms

• Performed manual testing of Pirates of the Arrland, including the 3D MOBA game and 2D strategic map components within the decentralized app

• Collaborated closely in cross-functional and international team to deliver integrated Web3 experiences

SELECTED PROJECTS

POLONEZ AUTODRIVE

JavaScript • Three.js • 3D Studio Max 2019

A synthwave style 3D coloring-book like animation with real-time model and color customization of the scene via a built-in GUI. Built with creativity and models from 3D Studio Max. Now includes a beta overtaking mini-game. Play some music and have fun!

 repository   🌐 web demo

MSKORUS - PORTFOLIO PAGE

Next.js • TypeScript • TailwindCSS • React Three Fiber/Three.js • Blender

Single page portfolio website with 3D scene and built-in web (HTML & CSS) version of resume. Hero scene is made in Blender and converted to React Three Fiber JSX components for easier itneractivity. Pure web experiments and React Three Fiber battleground.

 repository   🌐 web demo

YET ANOTHER WEATHER APP

React • JavaScript • Sass • Vanta.js • OpenWeather API

Another `weather application` — but with a twist. Weather data is displayed for a selected city or via user geolocation, with an interface enriched by interactive elements tied to the current weather conditions and background. Recently, the backend switched from OpenWeather to Open-Meteo. It was into liquid glass style before it became cool. Still desktop-only for now.

 repository   🌐 web demo

SKILLS AND TOOLS

HTML5	CSS3	TypeScript	React	Next.js	React Native	Redux	Three.js	TailwindCSS	Sass
PHP	Node.js	Java	Python	Laravel	Wordpress	Sanity	MySQL	Firebase	MongoDB
Photoshop	3Ds Max	Blender	Canva	GitHub	BitBucket	GitLab	CursorAI	Yarn	npm