





ABOUT

I am a motivated developer with a deep enthusiasm for cutting-edge web technologies, with a strong interest in WebGL. With my first experience in the Blockchain in game development industry and curiosity about the possibilities of web development, my goal is to create and deliver exceptional web experiences. I am constantly looking for new challenges in the evolving field of technology and currently looking for a new team to grow with and achieve something special and innovative together.




CONTACT

skorusmaciej94@gmail.com 
+48 668 366 648 

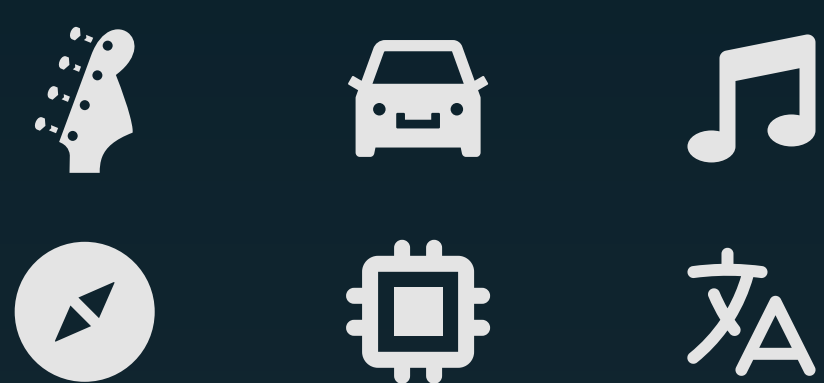
LANGUAGES

English - C1
Russian - A2
Polish - native

LINKS

/skorczanFFF 
/mskorus 
mskorus.vercel.app 

HOBBIES



EXPERIENCE

ANFATA GAMES SP. Z O.O.

JUNIOR WEB 3.0 FRONTEND DEVELOPER [September 2022 - June 2023]

- Development of decentralized app and auction system, integration with Smart Contracts and ImmutableX collections (marketplace, bridging between L1 and L2, transfers, etc.)
- Working with Moralis and Firebase cloud functions and databases, TypeScript, Next.js and version control systems
- Implementation of a new homepage, integration with Sanity CMS blog system, handling custom events on company apps and sites
- Cross-team collaboration in cross-national team for consistent user experience with products

EDUCATION

UNIVERSITY OF SILESIA

INFORMATICS - Web Application Programming



• Engineer degree • October 2017 - June 2021 •

SELECTED PROJECTS

MSKORUS - PORTFOLIO PAGE

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


Remaster of my deprecated React portfolio page. Now it's based on Next.js with TailwindCSS and TypeScript. Some parts of WebGL scene are GLTF models made in Blender and converted to React Three Fiber JSX components for better operating. Now features built-in web version of resume in two languages.

 repository  web demo

POLONEZ AUTODRIVE

HTML • JavaScript • Three.js • 3D Studio Max 2019



Simple Three.js scene made with 3D Studio Max 2019. Models with animations were exported to .fbx files and baked into Synthwave/80's vibe 'coloring book' like animation with built-in GUI to play with scene colors and models. Turn on some music and have fun with coloring!

 repository  web demo

YET ANOTHER WEATHER APP

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

Another 'weather application', but with a breath of fresh air. Weather informations are displayed for the selected city or by geolocation of the user, and the interface has been enriched with additional possibilities to interact with displayed weather data and background. Unfortunately, still desktop only.

 repository  web demo

SKILLS AND TOOLS



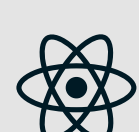
HTML5



TypeScript



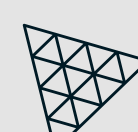
Next.js



React



Redux



Three.js



CSS3



Tailwind



Sass



Firebase



MongoDB



MySQL



Node.js



Java



Wordpress



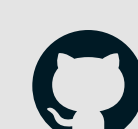
Photoshop



3Ds Max



Blender



GitHub



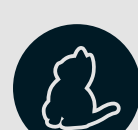
BitBucket



GitLab



VS Code



Yarn



npm