

## </> Frontend Web Developer

Software Engineer with 3+ years of experience developing and designing responsive websites with emphasis on maintainable and structured code. Experienced with popular frameworks like React/Vue/Nuxt. I have a good understanding of creating appealing UI/UX with good typography, mix of colors and smooth animations. Possess knowledge of Scrum and Agile process.



## PC Education

2019 - 2023

**Bachelor of Engineering in Information and Communication Technology**

VIA University College, Horsens

Specialization: Interactive Media

## ☰ Experience

2021 - 2022

**Frontend developer, WEAREHEAVY®**

Started as an intern and continued as a part-time Frontend developer. Part of a Frontend team with main responsibility to create websites with a **Nuxt.js** framework and CMS **Umbraco**. Utilizing CSS framework **TailwindCSS** with an animation library **GSAP**. Created custom reusable components and implementations of functionalities wished by a client. Close collaboration with developers, clients and design agencies. Implementing 'pixel perfect' design given by design agencies. Debugging and testing websites across major browsers on mobile and desktop. Gained knowledge about server-side rendering and basics of **SEO**.

## 🗪 Projects

**Advella** | Web application

Bachelor project where users are able to post services and products. Most notable features of the project is the real-time chatting system, bidding on listings and creation of new listings. Developed in **React.js** and **Typescript** and **MUI** component library. Worked in a team of 4 utilizing **SCRUM** and agile unified process.

**Kulturmaskinen** | Web application

Web application where users can check the latest news, concerts and events in the city and buy tickets through Billetten system. Responsible for implementing various animations, responsiveness solutions for mobile, making blocks for the CMS **Umbraco** and Mailchimp integration. Developed in **Nuxt.js**, **TailwindCSS**, **GSAP**.

**Zoomwatch** | Unity videogame

A zombie game developed in Unity and C#. Responsible for UI/UX and sound design.

## Skills

### Languages

- HTML5/CSS3
- Javascript
- Typescript

### CMS

- Umbraco
- Storyblok

### Libraries

- GSAP
- ScrollTrigger

### Tools

- Figma
- Git
- Npm
- Browserstack
- Vue Devtools
- Ora

### Preprocessors

- SCSS

### Frameworks

- Vue.js
- Nuxt.js
- React.js
- Material UI
- TailwindCSS
- Bootstrap

### E-commerce

- Shopify

## Languages

- English: fluent
- Danish: beginner
- Spanish: begginer
- Slovak: native speaker

## About me

I am a 22-year-old student from Slovakia. In my spare time, I love going for a long walk in a nature, read a good book, hiking, cooking for my friends. In Denmark, I developed gardening as a new hobby together with making my own drink called Kombucha. I find myself as an outgoing person who likes to spend time with friends whether on a quiet cozy place or on a party. I am as well a big music lover who is open to all kinds of genres.