ADAM BUCZEK
FRONT END DEVELOPER

Contact

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Warsaw

Skills

→ JavaScript ■■□   → git ■■□

→ HTML5 ■■■   → TDD ■□□

→ CSS3/Sass ■■■   → Webpack ■■□

→ React ■■□   → gulp ■■□

→ Redux ■■□   → bash ■■□

→ Node.js ■□□   → Docker ■■□

Also:

→ Photoshop ■■■   → Inkscape ■■■

→ Illustrator ■■□   → InDesign ■■□

Languages

Native Polish speaker, fluent in English, working knowledge of Spanish.

Interests

→ bookbinding

→ analog photography

→ sailing

→ gaming & game design

Experience

November 2015 - January 2019
Front End Developer & Art Generalist
Thing Trunk Indie Gamedev Studio

I worked on Book of Demons the first title in the Return 2 Games series. In addition to the design and development of return2games.com and midcoregames.info, I created graphic assets, particle effects, animations and promotional materials. I set up and maintained various support services e.g.: aggregation of feedback from players, email newsletters based on Foundation for Emails.

December 2014
UI Internship
Orange Labs

I worked on PUMA research project. I helped develop UI for smart home management app.

2008 - Present
Freelance Designer & Web Developer

Both programming and design are interests I cultivate since I was 14. Over the years I have designed and coded websites, created restaurant menus and marketing materials. Here is my short print portfolio.

Education

2011 - 2015
Academy of Fine Arts in Warsaw
Faculty of Design, Product and Visual Communication Design

My BA project was a quadrocopter drone designed for use in wildfire risk zones for fire prevention and firefighting action coordination. Here is a short presentation.
One of my student projects received the first prize in the Arting 2015 competition (PL).