

# ADAM BUCZEK

## FRONT END DEVELOPER

### Contact

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### Skills

- JavaScript
- HTML5
- CSS3 & Sass
- React
- Redux
- Node.js
- git
- TDD
- Webpack
- gulp
- bash
- 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

Fall 2015 - Winter 2019

#### Web 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](http://return2games.com) and [midcoregames.info](http://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](#).

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Winter 2014

#### UI Internship

Orange Labs

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

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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 \(PL\)](#).