



Daniel Reszka, 37

Full-stack developer

Rails + React/Redux/Node.js

Background

- Web designer
- Graphic designer
- Coach for IT teams & project leaders
- 3D game artist

Languages

- English (fluent)
- French (native)
- Polish (fluent)
- German (A2, learning)
- Dutch (basics)

2017.01 – current	React-redux-rails-oauth-boilerplate	Inventor, Full-stack developer	React, Redux, Redux-sagas, Facebook Oauth, Rails
Created an opensource boilerplate that decouples frontend (React) and backend (Rails) with token-authentication + OAuth providers. There was no such tool available already so I created my own to share with the opensource community.			
2016.01 – 2016.08	finediningexperiences.com	Full-stack developer	React, Redux, Redis, Rails api, Node.js, Responsive Design
Built the frontend of this search engine and guide for the world's finest restaurants, using the most modern web technologies. Also built the new API inside the existing Rails backend to address the new frontend needs.			
2015.08 – 2015.11	Oniryx – project “Biobanks”	Frontend developer	React, Redux, ExpressJS, Node.js
Created the frontend for this search engine for biological human samples used in research and hospitals in Belgium.			
2014.01 – 2016.01	Oniryx – project “Marketplace”	Rails developer	Rails, AngularJS, OAuth
After Oniryx transitioned to a flat hierarchy with my coaching, the needs appeared for radically new collaboration tools. Prototyped then built this whole platform to meet those needs. It became the central hub for the whole company, used daily in their collective and individual decision-making, staffing, and time and project management.			
2013.12 – 2014.02	Oniryx	Coach for a project leader at the European Parliament	NLP, Agile, Clean Language & metaphors
Coached the project leader of the IT team assigned to the European Parliament largest party, after Oniryx won this public market. He learned with me to handle communication issues, solve conflicts and address the practical and emotional needs of his team.			
2013.04 – 2014.08	Oniryx	Coach & facilitator for IT teams and project leaders	NLP, Agile, Clean Language & metaphors
Oniryx (30 employees) decided to transition from a traditional hierarchy to a flat one (holacracy, self-management). Coached them through this process at different levels (project leaders, team) to help them achieve this transformation. Used retrospectives, brainstorming and problem-solving workshops, facilitation, mediation, SCRUM, standups and pomodoros.			
2013.02 – 2014.02	Oniryx – project MOSS	Facilitator at the Federal Service of Finances	NLP, Agile, Visual Management
Coached the IT team (6 people) in charge of the European VAT MOSS implementation for Belgium. Facilitated weekly meetings with developers and administration experts (20 people). Taught the team to translate EU specifications to user stories, features, and acceptance tests to break down complexity. The team became the first amongst all European countries to deliver its implementation.			
2009 – 2015		Web developer, web designer, consultant for various clients	Rails, RefineryCMS, Paypal API
Built CMS-backed websites for various clients, using RefineryCMS, Rails, and writing custom engines when needed. Created a process inspired from coaching practices to better capture my clients needs, while allowing them to acquire a better sense of their identity and core values. Guided them to use this knowledge to improve their web presence and general communication. Examples: spirales.com , psynath.com , kizedec.com , vonfranzjung.fr			
2013	Widecircle	Training assistant at the “NLP Practitioner” certified program	NLP
As a Training Assistant, helped students during their learning process during the 2 weeks-long “NLP Practitioner” program.			
2013.11 – 2013.12	TrustedFamily	Ruby on Rails developer	Rails, SASS, Compass, TDD, pair-programming
Evolved the app from a monolithic Rails architecture into one that can serve multiple frontends (web + mobile apps). Did major refactorings of legacy code into a decoupled architecture using the command-action pattern and POROS (pure Ruby objects). This enabled testing and using code units in isolation. Also helped the team adopt TDD and pair-programming.			
2012.10 – 2013.03	Cronos Group	Ruby on Rails developer	Rails, SASS, TDD, pair-programming
Introduced major refactorings on a large, monolithic Rails application for Syntra , a Belgian administration, using XP practices like TDD and pair-programming. Cleaned-up existing code, decoupled and separated concerns using multiple approaches and patterns.			
2008–2009	Dmoon.be	Template engine developer, CSS expert	PHP, EZ-Publish, XHTML, CSS
Built a new template engine for EZ-publish, as the default one was not flexible enough for the complexity of the company projects. This accelerated subsequent developments of complex web sites.			
2007	Astön agency	Frontend developer & designer	HTML, PHP, CSS
Architected and implemented HTML+PHP+CSS templates from Photoshop designs, with some extras like I18n support using PHP.			
2004 – 2007	WYMstyle (opensource, discontinued)	Inventor, CSS expert	CSS
Invented the world's first CSS framework as a set of modular, easy to combine CSS files, targeting browser as early as IE 5.5. This sped-up websites building, using robust, well-tested across browsers CSS modules.			
2004 – 2007	WYMeditor (opensource, active)	Inventor, Co-founder, CSS expert	CSS, Javascript
Challenged the concept of WYSIWIG editors and created WYMeditor as a radical new solution with my then colleague. It is still used for high-profile websites like Kickstarter and PolicyStat, and in content management systems like RefineryCMS.			
2002 – 2007	SIP	Web & Graphic designer	CSS, XHTML, JQuery, Photoshop, XSLT
Built 40+ CMS-driven websites, being involved in the whole production process. Starting my career in this small company made me learn a wide range of skills like project management and needs analysis on top of web and graphic design, HTML, CSS, XSLT. This allowed me to discover and learn from multiple fields.			
2002	Leviathan Games, Daydream	3D Game artist	3D studio Max, Photoshop, Vtools
Modeled and animated low-poly 3D characters, cars and landscapes for marketing online games.			

Self-learning

- 2016 – 2017 Clojure, Algorithms, Functional programming.
- 2014 – 2016 React and its ecosystem: Redux, Redux-sagas, ES6, Webpack,...
- 2007 – 2010 Ruby on Rails and its ecosystem.
- until 2006 Drawing, perspective, sculpting, 3D animation.

Trainings

- 2013 Agile project management in IT with SCRUM – Cefora, Belgium
- 2013 – 2014 Philipino martial arts – Manonuda, Belgium
- 2013 Mastering public speaking – Widecircle, Belgium
- 2012 Free student in Psychology at Université libre de Bruxelles – ULB, Belgium
- 2012 The Art of Metaphors (NLP specialization) – Institut Ressources, Belgium
- 2011 Introduction to Ericksonian Hypnosis (NLP specialization) – Institut Ressources, Belgium
- 2009 – 2011 Certified Master Practitioner in NLP – Institut Ressources, Belgium
- 2007 – 2011 Krav Maga (martial art) – KMSM, Belgium
- 2006 Live model drawing evening school – Academy of Arts Tournai, Belgium
- 2005 – 2006 Improvisation Theater, ATI Tournai, Belgium
- 1998 – 2002 Bachelor of Computer Graphics – LeSite Hornu, Belgium
- 1997 Free student in drawing and illustration – St-Luc Liège, Belgium

Volunteering

- 2015.04 – 2015.08 Einstein Education startup project (canceled) – Full-stack developer.
- 2014 Rails Girls Brussels – Coaching, various tasks.
- 2014 Agile Tour Brussels conference 2014 – Web site development, various tasks.
- 2013 Agile Tour Brussels conference 2013 – Web site development, various tasks.

Skills

- Tech: Ruby on Rails, React, TDD, CI, Git, Linux,...
- Soft: Coach, trainer in interpersonal communication, team values, alignment,...
Needs analysis, conflict resolution, modeling of skills and unconscious behaviors.
- Artistic: Web design, drawing, photography, illustration, Inkscape, Gimp,...

Interests

- Communication theory, systems thinking, theory of constraints, NLP, psychotherapy, facilitation, personal development.
- Holacracy, self-management and new forms of organisations.
- Martial arts: Krav-Maga, Philipino.
- Contact improvisation.
- Hiking, biking, nature.