



# DANIEL BUZON

## SUMMARY

I approach every task with attention to detail. When it comes to learning either new technologies or applications, I do it quickly and efficiently, minding that the more effort I put in, the better results I get once the knowledge and skills acquired are put into practice. I am looking to develop my career in the IT field, either through cooperation in a team or individual work, as I would easily adjust to both.

## INFO

[Portfolio](#)

[GitHub](#)

[LinkedIn](#)

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daniel.buzon08@gmail.com

08.12.2000

## EDUCATION

2020 - present

[University of Zielona Góra](#)

Faculty of Computer Science, Electrical Engineering and Automation

Field of study: Online business

2016 - 2020

**Secondary school in Zielona Góra - „Ekonomik”**

Field of study: Economics

## SKILLS

- Javascript, TypeScript, VueJS, React
- PHP, Laravel
- TailwindCSS
- Bootstrap
- CSS, SCSS
- HTML
- SQL, MySQL
- Insomnia, APIs
- Git, GitHub, GitLab
- Jira, Trello
- Figma
- Blender 3D
- Affinity Photo, Designer, Publisher
- Adobe PS, AI

## EXPERIENCE

01/2022 - present

[SIEMENS DIGITAL INDUSTRY SOFTWARE](#)

Consultant

### Responsibilities:

- creating and coding new solutions in a leading Siemens software e.g., Teamcenter, Active Workspace or Cad Integrations (NX)
- configuring and managing already implemented solutions
- installing Siemens software in both local and virtual environments
- scheduling and presenting demos for clients about completed changes

Clients I've worked with

- MTU Aero Engines (coding, implementation, configuration, testing, shadowing)

## COMPLETED PROJECTS

11/2022

[buzon.studio](#)

website development • website design • overall visual identity

Tech: JS, TS, VueJS, Laravel PHP, TailwindCSS SCSS, Affinity, Figma, Blender3D

09/2021

[aviorprojekt.pl](#)

UI / UX • adapting to already set brand guidelines • website development • website design

Tech: React, JS, SCSS, NodeJS, TailwindCSS, EmailJS, Affinity Photo & Designer & Publisher

09/2021

[bielanypark.pl](#)

website design • website development • 3D architectural visualizations • online marketing + strategy of marketing activities • logo design & apartment cards

Tech: Laravel, PHP, JS, NodeJS, SCSS, Bootstrap, MySQL, Figma, Affinity Photo & Designer & Publisher, Blender3D

01/2020

## UNITY GAMES

Hypercasual mobile game prototypes for [VOODOO](#)

- „Slinky” (CPI: 3.5%) (Best D1: 28%) (Best D7: 6%) (KPI: \$0.59)
- „Burn It!” (CPI: 5.7%) (Best D1: 31%) (Best D7: 1%) (KPI: \$0.38)
- „Crazy Wall Smash!” (CPI: 4.6%) (Best D1: 46%) (Best D7: 9.5%) (KPI: \$0.31)

Tech: C#, Unity, Blender3D, Voodoo & Boombit analytics panel

11/2019

## FOREX TRADING SYSTEM

finnhub.io API • calculating indicators for estimating trade profit/loss • tradingview library • drawing charts with collected data • automating decisions

Tech: JS, Laravel, PHP, trading view chart library, finnhub.io API

## LANGUAGES

English - fluent

## HOBBIES

- squash
- snowboarding
- swimming

## OTHER SKILLS

- applications for raster and vector graphics
- AI software like DALL-E or Midjourney
- 3D applications (e.g., Blender 3D)
- email development