

# Leszek<sup>1</sup> Pietrzak

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- **Birthday:** January 21st, 1987
- **Current location:** CET Timezone
- **Nationality:** Polish
- **Phone:** <skype:smutnyleszek>
- **E-mail:** [smutnyleszek@gmail.com](mailto:smutnyleszek@gmail.com)
- **Website:** [github.com/smutnyleszek](https://github.com/smutnyleszek)
- **Favourite color:** black
- <sup>1</sup>if in doubt, try “lesheck”

I am a creator, I always loved building something new: be it through writing, drawing or coding. As for frontend development, I love that my work can be experienced live in the browser and that I can publish anything in just a few minutes.

The three values closest to my heart are: order, meaning and simplicity. I fear for the future of humanity, so I don't want to throw more senseless evil out there - I would love to take part in a meaningful, nature- and future-friendly projects. I try to maintain good work/life balance, so I avoid toxic environments.

## Skills

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I have strong frontend development skills with some backend experience. I can do identity design, UI design and illustration - I mainly use Photoshop, Illustrator and InDesign. I am no stranger to Scrum, Kanban, recruitment, introducing new people into projects and copywriting. I'm familiar with all the OSs, but my favourite setup is MacOS with Atom.

Technologies I would love to work with: **TypeScript** or **ES6**, **Angular**, **React**, **NPM**, **cssnext** and **Jekyll**. I would also like to have **TDD**, **code reviews**, **pair programming** and good planning with estimations.

Some technologies I worked with: HTML (Twig), CSS (Compass, Sass, cssnext, BEM, MADCSS), JavaScript (TypeScript, CoffeeScript, ES6 [Babel], Angular, React, Alt, Backbone, Phaser, Lodash, jQuery, TweenMax), TDD (Karma, Jasmine, PhantomJS, Sinopia), Grunt, NPM, Git, CEF, Jekyll, MySQL, PHP (Symfony2), Jira, Asana.

# Employment

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November 2014 - Present

**Frontend Engineer** @ GOG.com - Warsaw, Poland - [gog.com/galaxy](http://gog.com/galaxy)

My main responsibility was creating a frontend of GOG Galaxy desktop application. I also develop some webapps and take part in recruiting new developers and introducing them to the project. During work here I took part in launching GOG Galaxy and creating The Witcher 3 game.

Technologies: TypeScript, ES6, Angular, Lodash, TDD (Karma, Jasmine, PhantomJS), Twig, Sass, BEM, MADCSS, CoffeeScript, Webpack, Grunt, NPM, Git, CEF, Jira, Asana

March 2007 - Present

**Illustrator, Designer & Web Developer** @ Self-employment - Worldwide - [leszekpietrzak.com](http://leszekpietrzak.com)

I'm always open for small design and web jobs to give me opportunity to do something crazy and try something new. I also work on some open-source projects and tools on my spare time. Some cool web projects are:

- [Hues](#) - color converter tool (React, Alt, ES6, RequireJS, Karma, cssnext, MADCSS)
- [Akabusk](#) - simple OMDb movie finder (Angular, ES6, Karma, cssnext, MADCSS)
- [Mad Skeleton](#) - CSS boilerplate (Jekyll, Node, cssnext, MADCSS)
- [HashTabber](#) - hashchange-driven tabbed content switcher (ES5, Compass)

June 2013 - November 2014

**Web Designer & Frontend Developer** @ Clos Brothers - Warsaw, Poland - [closbrothers.pl](http://closbrothers.pl)

I was working in a small team delivering websites and webapps for big clients (Toyota) and smaller, educational ones, too (Museum of the History of Polish Jews, Silesian Risings Museum).

Technologies: Angular, Phaser, jQuery, TweenMax, Compass, Jekyll, Twig, Symfony2, PHP, Grunt, Git, SVN.

October 2012 - July 2013

**Graphic Designer & Web Developer** @ Trewebs - Warsaw, Poland - ~~trewebs.com~~

In this semi-startup, I was hired to design the UI and identity for diet app. As time went on, there were less design tasks and a need for developer arisen - as I was already familiar with HTML and CSS, I started to learn and work on some small web development projects.

Technologies: jQuery, Compass, Drupal, WordPress, PHP, MySQL

## Education

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September 2010 - September 2013

**Graphic Design** @ Wyższa Szkoła Nauk Humanistycznych i Dziennikarstwa - Poznań, Poland

Licentiate degree (~BA) with highest score (5)

September 2007 - September 2010

**Cultural Studies** @ Wyższa Szkoła Nauk Humanistycznych i Dziennikarstwa - Poznań, Poland

September 2006 - September 2007

**Computer Science** @ Adam Mickiewicz University - Poznań, Poland

## Language skills

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- **Polish** - native
- **English** - professional
- **German** - basics
- **Toki Pona** - basics

## Interests

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Evolution of life, ethics and existential philosophy, traditional tattoo, ambient music, fantastic literature, American B-movies, Haiku, contemporary art and European comics.