

MONIKA DRÓŻDŻ





Check out my portfolio:

PORTFOLIO



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Kraków, Poland

SKILLS

HTML5 • CSS • SCSS • JavaScript ReactJS + Redux • Git & Github • SQL Inkscape • Figma • AutoCAD • Revit Blender 2.8 • DIALux 4.13 • DIALux Evo

EDUCATION

MASTER OF SCIENCE

Sustainable development engineering University of Science and Technology / 2015

BACHELOR OF ENGINEERING

Environmental engineering University of Science and Technology / 2013

PROFESSIONAL DEVELOPMENT

/ ReactJS training course on Udemy

/ Sass Essential Training

/ JavaScript Essential Training

/ SQL Essential Training

/ Projects on GitHub

INTERESTS

/ Mountain trekking

/ Reading (non-fiction books)

/ Completing DIY projects

/ Playing volleyball

/ Volounteering at the film festivals

WORK FXPFRIFNCF

PROJECT MANAGER

ES-SYSTEM Sp. z o.o. | Apr 2021 - Present

/ developing concepts and designing AutoCAD drawings / cooperating with R&D and LMS department

SENIOR LIGHTING DESIGNER

ES-SYSTEM Sp. z o.o. | Feb 2019 - Apr 2021

/ preparing sustainable lighting solutions based on calculation in DIALux 4 and DIALux Evo according to European Standards

/ colaborating with architects, electrical engineers

/ creating an architectural visualization with Blender 2.8

/ being a mentor and providing technical advice for junior lighting designer

LIGHTING DESIGNER

ES-SYSTEM S.A. | Apr 2017 - Feb 2019

/ preparing sustainable lighting solutions based on calculation in DIALux according to European Standards

/ preparing quotations and providing technical specification to customer / developing concepts and designing AutoCAD drawings / cooperating with R&D department

JUNIOR LIGHTING DESIGNER

ES-SYSTEM S.A. | May 2016 - Apr 2017

INTERNSHIP IN BRATISLAVA

G-BASE s.r.o. | Oct 2015 - Dec 2015

/ working on given task: Mobile MapWorks deployment and internal testing / participating on user documentation creation

/ preparing of administrator guide for software "Mobile MapWorks" for Slovak customers - overview, installation of server side and mobile client, how to get started, defining user map configurations and geometry types

