

Martin Bašniar

Junior Frontend Developer

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For a long time I thought that my future was only in the world of graphic design, but then I opened Processing for the first time and began to feel even more comfortable between the lines of code. Past 6 months I have been intensively studying web frontend and now I am looking for my first job as a frontend developer in a team that will allow me to become a much better developer than I am so far.

Skills

- HTML
- CSS a Sass
- JavaScript
- Git a GitHub
- Gulp & npm scripts
- React
- templating languages (Nunjucks)
- Bootstrap
- Figma
- Adobe Creative Cloud (Photoshop, Illustrator, InDesign, Acrobat)
- Inkscape
- Processing (flexible software sketchbook for creative coding with syntax based on Java)

Projects

Portfolio rainsab.github.io

Personal web for presentation created using HTML and CSS, based on a template from Figma.

github.com/rainsab/rainsab.github.io

Generic Hipster Coffee rainsab-ghc.surge.sh

Web for fictive cafe created using HTML, Sass, Bootstrap and Nunjucks, based on a template from Figma.

github.com/rainsab/ghc

Coffee Brewing Calculator rainsab-cbc.surge.sh

Web application to help you make coffee, including a calculator to calculate the amount of coffee or water. In addition, a stopwatch for the preparation itself and information on whether coffee is suitable at a given time in a given location to consume relative to sunrise and sunset, information about this is obtained from the API. Whole project was created using JavaScript, HTML, Sass, Bootstrap and Nunjucks.

github.com/rainsab/coffee-brewing-calculator

Meme Generator <https://rainsab-meme-generator.surge.sh>

Web application for making custom memes which I made during my React Scrimba course and then added some of my own features like adding and removing text.

<https://github.com/rainsab/meme-generator>

Experience

2016–2022 – Graphic designer (freelance)

Work in the field of music and with start-up projects/companies: mainly poster designs, materials for social networks, logos and visual identities and merch.

2021–2022 – E-shop administrator (Designpropaganda)

Adding and editing products on the eshop with designer furniture, cropping and retouching photos, working with stock photos, processing orders and communicating with clients remotely and in person in a showroom.

2020–2021 – Printer and DTP operator (Kartpen)

Preparation of print data, large format printing, work with a cutting plotter and digital printing.

2019 – Special releases coordinator in warehouse (Footshop)

Communication with the department dealing with limited edition shoes and stores.

2017 – Graphic designer (Hip Hop Kemp & Air Festival)

Processing of graphic materials for web and print according to the given visual.

Languages

- Czech language – fluent speaker
- English language – B2
- German language – beginner

Education

2022 – Coreskill

An educational platform in the form of individual mentoring to improve front-end skills with an emphasis on practice under supervision of D. Srb and K. Miháliková.

2016–2018 – VOŠ Scholastika

Graphic Design (under supervision of M. Činčera and J. Kloss)

The study was directed more towards printed graphics. I tried designing posters, magazines, brochures, visual identities, book typesetting and also my own typeface.

2015–2016 – Scholastika

Graphic design course under supervision of M. Činčera and J. Kloss

2006–2014 – Gymnázium Nad Štolou

General gymnasium ended with matriculation

Hobbies

graphic design, creative code art, music, basketball, pool/snooker, streetwear, board games, psychology