Martin **Kavík**
Developer who likes to design

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Prague, Czechia

CLIENTS

Quichesoft s.r.o. 2 months Prague

▶ Tests refactoring and microservice development for orchestration of e-sport matches for betting.

[Go, Typescript, gRPC, GraphQL, PostgreSQL, AWS]

Applifting s.r.o. 2 years Prague

▶ Microservices development for developer portal developers.erstegroup.com for Erste Group Bank AG.

[Typescript, GraphQL, PostgreSQL, Jira, GitLab]

PragueBest s.r.o. 1 year Prague

▶ Backend development for e-shops (e.g. elnino.cz, spuntik.cz, vemzu.cz).

[PHP, MySQL, Slack]

Neat Solutions s.r.o. 1.5 years remote

▶ Primarily development of the PHP framework.

[PHP, Javascript, jQuery, MySQL]

Digital Wizards Group s.r.o. 3 years remote

▶ **fisher.cz, Tiger for Fisher a.s.**

▷ Fischer is the largest travel agency in the Czechia.

▷ Modules development for the website fischer.cz and their internal system Tiger.

▷ I was leading a group of 3 programmers.

[C#, Typescript, AngularJS, Kentico, Trello]

▶ **Pearl hunter for Vodafone**

▷ Development of the 2D game Pearl hunter, its hosting page and backend.

▷ It has received more than 5.5k likes on official Vodafone-Qatar Facebook profile.

[Javascript, PHP, Slim, Dibi, Construct2, MySQL]

▶ **MasterCard dělovka for MasterCard**

▷ Development of HW and SW controlling a football cannon and its communication with Facebook app.

[C, C#, PHP, Atmel AVR]

▶ **kudyznudy.cz for CzechTourism**

▷ kudyznudy.cz is the famous Czech travel portal with more than 2 million visits per month.

▷ Implementation of a new modules for website kudyznudy.cz and migrating to the new Kentico version.

[C#, Javascript, Kentico, MSSQL]

GITHUB PROJECTS

MartinKavik/**kavík.cz**

▶ My personal website kavik.cz.

[Rust, TailwindCSS, Webpack, Affinity Designer]

MartinKavik/**seed-quickstart-webpack**

▶ Template for Seed web apps.

[Rust, Typescript, TailwindCSS, Webpack]

MartinKavik/**SparkCore-LEDMatrix-MAX7219-MAX7221**

▶ Spark Core (it's something like Arduino) library for control 8x8 LED matrices.

[C++]

David-OConnor/**seed**

▶ Seed is an open-source Rust framework for creating fast and reliable web apps running in WebAssembly.

▶ Heavily inspired by Elm.

▶ I'm the main contributor and I've designed logo.

[Rust, Affinity Designer]

MartinKavik/**seed-rs-realworld**

▶ Seed codebase containing real world examples (CRUD, auth, advanced patterns, etc) that adheres to the RealWorld spec and API.

[Rust]

ABOUT

▶ INTJ, I like to create things, read, hike, drive, work out and eat spicy food.

▶ I jumped off a plane and a bridge.

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