|  |  |
| --- | --- |
| **About me** |  |
| Name | Martin Petik |
| Email | Martinp6282@gmail.com |
| Date of Birth | 05/08/2007 |
| Nationality | Czech |
|  |  |
| **Experience** | **Tic-Tac-Toe AI Testing Site** Personal Project – Feb 18, 2025   * **Developed and tested an interactive Tic-Tac-Toe game featuring various **AI strategies** (random, rule-based, minimax) using **HTML**, **CSS**, and **JavaScript**.** * Tested AI logic for accuracy and performance, including edge cases and user interaction scenarios. * Leveraged **ChatGPT**, **GitHub Copilot**, and **Google AI** for code generation and debugging support. * Ensured cross-browser compatibility and optimized UI for both desktop and mobile browsers. * Deployed the app online at [stuffbymax.me/tic-tac-toe-test](https://stuffbymax.me/tic-tac-toe-test), with version control managed on **GitHub**.   **Operating System Share Data Visualization** Personal Project **– Feb 12, 2025**   * Built and tested a **static site** using **Hugo** and **Markdown** to host wiki pages and blog content. * Validated the integrity of content and tested the responsive design across multiple screen sizes and browsers. * Conducted functional and usability testing for layout consistency, navigation, and search functionalities. * Used **Git** for version control and collaborated via **GitHub**: [github.com/stuffbymax/wiki-blogs](https://github.com/stuffbymax/wiki-blogs)   **Wiki & Blog Website using Hugo** Personal Project - Feb 20, 2025   * [Built and tested a](https://github.com/stuffbymax/wiki-blogs) **static site** using **Hugo** and **Markdown** to host wiki pages and blog content. * Validated the integrity of content and tested the responsive design across multiple screen sizes and browsers. * Conducted functional and usability testing for layout consistency, navigation, and search functionalities. * Used **Git** for version control and collaborated via **GitHub**: [github.com/stuffbymax/wiki-blogs](https://github.com/stuffbymax/wiki-blogs)   **GameSave Sharing Platform for PS3, PS2 & PSP** Personal Project – Oct 20, 2024   * [Tested a static website built with](https://github.com/stuffbymax/gamesave) **HTML**, **CSS**, and legacy-compatible **JavaScript** for compatibility on older browsers like those on **PS3** and **PS2**. * Verified downloadable modded save files' functionality, ensuring links and content were correctly organized by game and platform. * Tested cross-browser compatibility and UI responsiveness in environments with strict limitations. * Used **Hugo** for static site generation and **GitHub** for hosting and content updates. * Repository: [github.com/stuffbymax/gamesave](https://github.com/stuffbymax/gamesave)   **Weather App using OpenWeather API** Personal Project – Oct 2, 2024   * Built and tested a **Weather APP** that fetches real-time weather data from **WeatherAPI**. * Conducted usability and functional testing on the weather app, verifying the accuracy of weather data displayed (e.g., temperature, humidity, and forecasts). * Ensured responsive design and tested across multiple devices and browsers to confirm proper data rendering. * GitHub repo: [github.com/stuffbymax/weather-web](https://github.com/stuffbymax/weather-web)   **All Projects:** [GitHub Profile](https://github.com/stuffbymax) |
|  |  |
|  |  |
|  |  |
| **Education** |  |
| Seb. 2024 -present | Calderdale College, T Level Digital Production Desing and Development |
| Seb. 2023 – 2024 | Calderdale College T Level Transistion Programme Digital |
|  |  |
|  |  |
| **Skills** |  |
| Software | LibreOffice, github, Git, hugo, Linux, microsoft office,adobe photoshop, virtual box, vim,Vscode, Gitlab , Geany ,open weather API, hugo, electron, yarn |
| Programming | Python, HTML, CSS, Java Script, bash |
|  |  |
| **Languages** |  |
| English | Fluent |
| Czech | Native |
| Slovak  **Polish** | Fluent  Basic understanding |