|  |  |
| --- | --- |
| **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   * Built an interactive **Tic-Tac-Toe** game with various AI strategies (random, rule-based, minimax) using **HTML**, **CSS**, and **JavaScript**. * Leveraged **ChatGPT**, **GitHub Copilot**, and **Google AI** to assist with code generation, AI logic development, and debugging. * Designed a responsive UI, optimized 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**   * Developed a web app to visualize **OS usage share statistics** based on **manually collected data** from **StatCounter**. * Used **HTML**, **CSS**, and **JavaScript** to create dynamic charts and display data. * Designed and deployed a **responsive UI**, ensuring compatibility across devices. * **Project link:** [**stuffbymax.me/os-share**](https://stuffbymax.me/os-share)   **Wiki & Blog Website using Hugo** Personal Project - Feb 20, 2025   * Built a static site using **Hugo** and **Markdown** to host wiki pages and blog content. * Customized layouts and themes for clean navigation and responsive design. * Managed content with Markdown, integrated with **GitHub Pages** for deployment. * 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   * Built a static site using **HTML**, **CSS**, and **legacy-compatible JavaScript** to ensure full functionality on older browsers like the PS3’s. * Hosted downloadable **modded save files** for PS3, PS2, and PSP games, organized by game and platform. * Designed a clean, low-overhead UI that works on console browsers 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 a weather app that fetches real-time weather data using the **Weather API**. * Displayed dynamic weather information, such as temperature, humidity, and forecasts for any city. * Developed the frontend using **HTML**, **CSS**, and **JavaScript**, ensuring a **responsive design** for mobile and desktop. * GitHub repo: [github.com/stuffbymax/weather-web](https://github.com/stuffbymax/weather-web)   **ALL projects**  **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 |