

# Tomáš (Tom) Grusz

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## Experience

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### Associate Software Engineer - Frontend (officially Full-Stack)

Prague, Czech Republic

[Make](#) [🔗](#)

Jun 2023 – Nov 2024

- Managed the strategy and execution of the brand visual reset on the public website, coordinating with key stakeholders to align the new identity across all digital touchpoints. The successful launch enhanced user engagement and strengthened the brand's online presence
- Conceptualized and executed a comprehensive Component Transition and Refactor strategy, streamlining development workflows and improving codebase consistency
- Collaborated closely with the Growth team on A/B testing and other experiments using Growthbook and Trackman, contributing to data-driven product enhancements.
- Gained ownership of styling implementation and participated in design of new components
- Developed and delivered a well-received presentation on CSS best practices, providing valuable guidelines, tips, and tricks to enhance team-wide front-end development skills.
- Designed and implemented the initial version of the Solutions Experience (SEv1), empowering product use case discovery.
- **Next.js, React, TypeScript, JavaScript, SCSS, GraphQL, Figma, Cypress, Jest, Storybook, CircleCI**

## Education

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### University of Birmingham

Sep 2020 – Jun 2023

BSc. (Hons) Computer Science

- GPA: 3.75/4.0 - Class II (Division I)
- **First Year:** Built a strong foundation in computer science with a focus on data structures, algorithms, and Java programming. Applied these in a group project simulating a social media platform. Explored AI with machine learning using Weka. (Grade A)
- **Second Year:** Studied functional programming (Haskell), operating systems (C), and AI. Developed a mobile app for the Birmingham Commonwealth Games and a web app for university freshers. (Grade A)
- **Final Year:** Focused on networks, security, evolutionary algorithms, IoT programming (Arduino), and mobile apps (Flutter). Completed a final-year project: Studdy.

### Gymnasium Alejova 1, Kosice

Sep 2011 – Jun 2020

Eight-year study specialized in mathematics with A-level diploma (1.0)

## Projects

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### Terren

[terren.grusz.dev](#) [🔗](#)

- A web-based procedural terrain generator and 3D visualiser for generating terrain maps using multiple algorithms, with options to import custom noise maps for visualisation.
- Tools Used: Three.js, React, TypeScript, SCSS, Framer Motion, Blender 3D

### Personal Website

[grusz.dev](#) [🔗](#)

- Personal site built with Next.js 13, showcasing web development projects and creativity, hosted on Vercel.
- Tools Used: Next.js, React, TypeScript, SCSS, HTML, Framer Motion, Figma

### Studdy

2022-23

- A full-stack web application designed to assist students in memorizing study materials through the use of flashcards, mnemonic strategies, and gamified learning techniques
- Developed a full-stack web application using MERN stack (React, Node.js, Express, and MongoDB)

- Designed a modern minimalistic UI including an interactive dynamic customisable 3D model using Three.js
- Established a back-end server on a DigitalOcean's VM using pm2 and nginx, and set up SSL certificate
- Tools Used: React, Three.js, TypeScript, JavaScript, SCSS, HTML, Blender 3D, Figma, DigitalOcean, Nginx, Express.js, Node.js, MongoDB, Vercel, CI/CD

## Skills

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**Languages:** TypeScript, JavaScript, HTML, SCSS, CSS, SQL, GraphQL, Python, Solidity, MATLAB

**Technologies:** React, Next.js, Three.js, Node.js, Express, Framer Motion

**Cloud:** Vercel, Cloudflare, DigitalOcean, Nginx

**Database:** MongoDB, PostgreSQL

**Testing:** Cypress, Storybook, Jest

**UI/UX Design:** Figma, Canva, Balsamiq, Blender, Procreate

## Miscellaneous

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**Speaking:** Slovak, Czech, English (C1), Russian (B1)

**Certifications & Training:** IELTS Academic 8.0

**Office Tools:** LaTeX, Microsoft Word, Microsoft Excel