Tomáš Javorský
front-end developer

About me

I am an experienced front-end React / React native Developer who worked on various projects from short term prototypes trough experimental apps like 3D web editor all the way to large scale management applications. I am used to work in agile teams and preffer to have frequent feedback from the end user during the process. My passion for intuitive interfaces and staying up-to-date with industry trends drives me to deliver high-quality code that exceeds expectations.

Interests

Swing dancing
Motorcycling
Mountaineering
Working out
Scubadiving
Volunteering
Computer games
Baking

Contact

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Experience

Moneta

Internetbanking
Bank's customer facing web tools. Tech: React, Styled components, Redux, Next.js

2023+

SABO Mobile IT

Refut
Web management tool for batch remote device updating. Tech: React, Material UI, Vite, RTL.

Mate / Maps
Web 3D floor plan editor + 3D library. Tech: React, React three fiber, RTL

Web E-Mobility tools
Web tools for electric cars like range calculator, comparator to ICE equivalent and so on. Tech: React, Material UI

2021 - 2023

COD8

Good Neighbour
Mobile app developed for medical field coupled with web administration console. Tech: React Native, React, Material UI, Redux, RTL

Api Alfred
Web api management tool. Tech: React, Material UI, Redux, RTL

2020 - 2021

Junior positions

Web shipping management app. Web app for managing shipping and stock + apps for warehouse employees at Shipmonk. Tech: React, Material UI, Redux, RTL

Web file Manager for Uloz.to at Qest. Tech: React, Material UI, Redux, RTL

E-commerce web shop for Juvi. Tech: FE - React, BE - Node.js, Posgres

2019 - 2020

Unity / Internships

Powerplay Studio - Mobile Game - Ski Legends   Unity, Photoshop   2017 - 2019

Reinto - Mobile e-commerce app   Android   2016 - 2017

iMax Games - 3D assets and Mobile game   Cinema 4D, ZBrush, Unity   2015 - 2016

Education

Faculty of Informatics - Masaryk University

Master's Degree - SSME
Focus on research in Virtual reality, parallel processing on GPUs and business process management

completed 2017