



Tomáš Javorský

About Me

I'm an IT developer interested in solving problems with software. In the past, I have worked in different IT fields, but I currently focus on front end development in React and its ecosystem. I have received a Master's degree in Computer Science, however, most of my skills are self taught. I am a fast learner and my proficiency in various programming fields together with skill in 2D and 3D graphical software makes me a very versatile asset to any team.

Education

Master's degree in Service Science,
Management, and Engineering
Faculty of Informatics Masaryk University - 2018
Thesis: Body Transfer Illusion in VR - <https://is.muni.cz/th/y73cq/>

Experience

React Developer at QEST

Coding front-end of upcoming web file manager in React, with Redux and Styled Components. Tested using Jest and React testing library
2019 - present - qest.cz

Full Stack Web Developer

Designed and created frontend and backend of e-commerce web page for client as a freelancer.
2019 - bflex.herokuapp.com

Unity Dev at Powerplay Studio

Created user interfaces for mobile game Ski Legends. Maintained Android codebase of other games from the company's portfolio.
2017 - 2019 - powerplay.studio/en/

Android Dev at Reinto

Developed front end of e-commerce apps for clients in native Android.
2016 - 2017 - reinto.cz



Skills



React



Redux



Styled Components



Java / Android



Git



Typescript



Jest + RTL



C# / Unity



C / Cuda



Photoshop

Slovak



100%

English



85%

Volunteering

Preservation of environment

Workcamps by IJGD, SIW and NICE
Hann. Münden - Germany - 2006
Ameland - Holland - 2007
Gevelsberg - Germany - 2008
Shiiba - Japan - 2014

Links



[/tomasjavorsky.github.io](https://tomasjavorsky.github.io)



[/linkedin.com/in/tomasjavorsky](https://linkedin.com/in/tomasjavorsky)

Contact Me



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