

# Tomáš Javorský

## **About Me**

I'm an IT developer focused on front end web development in React and Node.js ecosystem. In the past, I have worked in different IT fields, ranging from game development in Unity, trough mobile application in native Android all the way to front end development in React. 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 Shipmonk

Coding front-end of fulfillment management web application in React, with Redux and Material UI. 2020 - present - shipmonk.com

## React Developer at QEST

Coding front-end of web file manager in React, with Redux and Styled Components. Tested using Jest and React testing library 2019 - 2020 - gest.cz

#### **Full Stack Web Developer**

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

#### **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

#### Android Dev at Reinto

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

# Skills



React













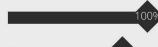












**English** 



# **Volunteering**

#### **Erasmus Student Network**

Masaryk University - 2015 - 2017

### 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



linkedin.com/in/tomasjavorsky







tomus.dev@gmail.com



Prague, Czech Republic