



Viktor Mauzer

Nationality: Croatian **Date of birth:** 22 Apr 1991

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WORK EXPERIENCE

Web Designer

Udruga Info Tim Đakovo [2014 – 2015]

City: Đakovo

Country: Croatia

Building website profiles for local businesses to include in the registry, copywriting & social media marketing.

Web designer, article writer, marketing

Freelancing [2015 – 2019]

Designing and building websites for marketing purposes (landing pages etc.), writing articles for blogs, creating ads using Google Ads and Facebook Ads.

Web designer, web developer, graphic designer

McElit d.o.o. [Sep 2019 – May 2021]

City: Remote

Country: Croatia

- Designing and building websites for marketing purposes
- Building news and business websites
- Creating graphic design for marketing materials (flyers, banners etc)
- Creating adverts for Google Ads and Facebook Ads
- Programming custom Wordpress themes
- Organising and fulfilling tasks for an EU funded project which included custom website with accessibility features and building a propagating publishing structure for multiple news websites.

EDUCATION AND TRAINING

Computer technician for Mechanical Engineering

Srednja strukovna škola braće Radića [2006 – 2010]

Address: Đakovo (Croatia)

Web developer

Udemy [26 Jan 2018 – 6 Mar 2018]

<https://udemy.com>

Field(s) of study: Information and Communication Technologies : *Software and applications development and analysis*

<https://viktormauzer.github.io/files/course-certificates/WebDevBootcamp.pdf>

- HTML5

- CSS3
- Flexbox
- Responsive Design
- JavaScript (all 2022 modern syntax, ES6, ES2018, etc.)
- Asynchronous JavaScript - Promises, async/await, etc.
- AJAX and single page apps
- Bootstrap
- SemanticUI
- DOM Manipulation
- Unix(Command Line) Commands
- NodeJS
- NPM
- ExpressJS
- Templating
- REST
- SQL vs. NoSQL databases
- MongoDB
- Database Associations
- Schema Design
- Mongoose
- Authentication
- Cookies & Sessions
- Authorization
- Common Security Issues - SQL Injection, XSS, etc.
- Developer Best Practices
- Deploying Apps
- Cloud Databases
- Image Upload and Storage
- Maps and Geocoding

Wordpress developer

Udemy [23 Apr 2018 – 2 May 2018]

<https://www.udemy.com>

Field(s) of study: Information and Communication Technologies : *Software and applications development and analysis*

<https://viktormauzer.github.io/files/course-certificates/Wordpress-Udemy-Certificate.pdf>

- HTML5
- CSS3
- PHP
- Wordpress

Web developer

Udemy [14 May 2018 – 22 Jun 2018]

<https://www.udemy.com>

Field(s) of study: Information and Communication Technologies : *Software and applications development and analysis*

<https://viktormauzer.github.io/files/course-certificates/Advanced-CSS-udemy-certificate.pdf>

- *Modern CSS techniques to create effects:* clip-path, background-clip, mask-image, background-blend-mode, shape-outside, filter, backdrop-filter, object-fit, transform, column-count, hyphens, perspective, calc() and custom CSS properties
- *Advanced CSS animations* with @keyframes, animation, and transition
- *Advanced CSS selectors, pseudo-classes, and pseudo-elements*

- *How CSS works behind the scenes*: the cascade, specificity, inheritance, value processing, the visual formatting model, the box model, box types, positioning schemes, and stacking contexts
- *CSS architecture*: The 7-1 rule, component-based design, the BEM methodology, writing reusable, maintainable, and scalable code
- *Sass*: variables, nesting, partials, imports, mixins, functions, extends
- *Using Sass in real-world projects*: setting global variables, building for reusability, architecting CSS, and managing media queries
- *The NPM ecosystem*: setting up a development process to compile Sass and automatic browser reload, and creating a build process to concatenate, prefix, and compress CSS files
- *Modern responsive design*: fluid grids, layout types, flexible images, using media queries to test for different screen widths, pixel densities, and touch capabilities
- *Advanced responsive design workflows*: mobile-first vs desktop-first strategies, selecting breakpoints, em vs rem units and feature queries to test for browser support
- *Responsive images in HTML and CSS for faster pageloads*: resolution switching, density switching, art direction
- *SVG images in HTML and CSS*
- *Videos in HTML and CSS*: building a background video effect
- *Flexbox layouts*: main concepts
- *CSS Grid layouts*: main concepts, CSS grid vs flexbox

iOS Developer

Udemy [22 Jul 2021 – 1 Dec 2021]

<https://www.udemy.com>

Field(s) of study: Information and Communication Technologies : *Software and applications development and analysis*

<https://viktormauzer.github.io/files/course-certificates/iOS-Bootcamp-udemy-certificate.pdf>

- Concepts of Object Oriented Programming (OOP): The type system, variables, functions and methods, inheritance, structures, classes and protocols.
- Control Structures: Using If/Else clauses, Switch statements and logic to control the flow of execution.
- Data Structures: How to work with collections, such as arrays and dictionaries.
- Software Design: How to organise and format code for readability and how to implement the Model View Controller (MVC) design pattern, Apple's favourite delegation pattern and the publisher pattern.
- Networking: How to make asynchronous API calls, store and retrieve data from the cloud, and use the JSON format for server communication.
- Persistent Local Data Storage: How to use Core Data, Realm, Codable and User Defaults to store your app data locally.
- How to Implement In-App Purchases with Apple StoreKit
- Machine Learning: How to make artificially intelligent apps and build your own machine learning models.
- Augmented Reality: How to create 3D objects in augmented reality and create incredible 3D animations and real-life interactions.
- SwiftUI: How to use Apple's brand new UI framework to create user interfaces programmatically that look good across all Apple products.

iOS Developer

Hudson Heavy Industries [2021 – 2021]

<https://www.hackingwithswift.com>

Field(s) of study: Information and Communication Technologies : *Software and applications development and analysis*

<https://viktormauzer.github.io/files/course-certificates/100daysofSwiftUI.jpg>

- Swift Programming Language
- SwiftUI framework
- Working with Machine Learning Models
- Working with various Apple APIs

iOS Developer

Hudson Heavy Industries [2021 – 2021]

<https://www.hackingwithswift.com>

Field(s) of study: Information and Communication Technologies : *Software and applications development and analysis*

<https://viktormauzer.github.io/files/course-certificates/100DaysofUIKit.jpg>

- Swift Programming Language
- UIKit framework
- Working with GCD (Grand Central Dispatch)
- Working with various Apple APIs (MapKit, SpriteKit etc.)

iOS Developer

Teachable [2022 – 2022]

<https://seanallen.teachable.com>

Field(s) of study: Information and Communication Technologies : *Software and applications development and analysis*

- SwiftUI
- CloudKit
- CoreLocation
- MapKit
- Accessibility
- MVVM

LANGUAGE SKILLS

Mother tongue(s): **Croatian**

Other language(s):

English

LISTENING C2 READING C2 WRITING C2

SPOKEN PRODUCTION C2 SPOKEN INTERACTION C2

DIGITAL SKILLS

My Digital Skills

iOS Development

Swift / SwiftUI / JSON / Firebase / iOS / Github / UIKit / MVVM / Object-Oriented Programming / MVC / Git / Xcode

Web Development

Wordpress / PHP / CSS3 / HTML5 / Javascript

Graphic Design & Media

Affinity Designer / Figma / DaVinci Resolve

Marketing

Google Ads / Facebook Ads