

Michał Urbanek

comfy portfolio

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contact

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languages

English — advanced

French — conversation

Polish — native

skills

JavaScript

React

PHP

Laravel

RESTful API design

SQL & DB design

Git

HTML5

CSS3 / SASS / RWD

Apache / Nginx

Linux / Bash

Bootstrap

GIMP / Photoshop

C / C++ (prior experience)

ease of explaining complex subjects

West Coast Swing

telling difficult things in a heartfelt way

squash (=~violent tennis off the wall)

saying sorry

work history

- 09.2018 – present **Sunscrapers** Remote
NoVig — sports betting between individuals = avoids bookie commission (bit.ly/n0vig)
- co-created front-end SPA with React and Redux,
 - covered the codebase with automated unit and integration tests,
 - heavily supported the manager in communication with the client,
- 09.2015 – 12.2017 **AAA Capital Marketing** Remote
 > *UWire* (2017) — service allowing merchants to accept traditional bank wire transfers internationally, €2M monthly turnover in prototype stage (bit.ly/uwire-net)
- created the app end-to-end (React+Redux SPA, PHP/Laravel REST API),
 - designed a minimal-redundancy DB schema,
 - later, trained and managed 3 programmers, introduced systematic code review
- > *PayFree* (2016) — reloadable prepaid cards service, a wrapper of *UPayCard.com*, dedicated to Israeli clients (bit.ly/payfree)
- built the multilingual application end-to-end in PHP and plain JS,
 - reduced staff costs, eliminating human intervention in card reloading by building bots that log into our banks and scrape info about new wire transfers,
 - after release, trained 2 remote coworkers, and managed their work,
- 03.2012 – 02.2013 **Artifex Mundi** Remote
Jungle Hero — 2D arcade game for Android and iOS (bit.ly/jngl-hero)
- implemented one of three game modes and intuitive level selection menus,
- 2011–2014 irregularly **MiniTraper** Remote
A polish blog advising parents who travel with children (bit.ly/mtraper)
- designed & created custom WordPress theme that I feel fits the subject,
 - maintained the site, picking and modifying plugins to fulfill owner's requests

side projects

- 2017 **SitePeek** (bit.ly/sitepeek) Plain JS, PHP
 Web app to watch the behavior of your website's users in real time, as if you'd be looking over their shoulder. Useful for quick usability testing of your UI.
- 2015 **Flappy Generator** (bit.ly/flappy-gen) Plain JS, Flash, PHP
 Creator of clones of (once famous) Flappy Bird game; change graphics, sounds and physics with a live preview. Publish and watch popularity live. Peaked at 20k visitors/day.

education

- 2015–2016 **M.Sc. in Computer Science** AGH UST in Cracow
 Specialization: Computer Graphics
- 2011–2015 **B.Sc. in Computer Science** AGH UST in Cracow
 Each year I was awarded a scholarship for being in 10% with highest GPA.

achievements

- 2012–2018 **KrakJam (44h to make a game, part of Global Game Jam)** bit.ly/hexxy, bit.ly/f-fighters
 We start every year in a team of 4 to 5. We took each step of podium once, ahead of 10-20 teams of often day-to-day game developers.
- 2010, 2011 **Semi-finalist of Polish Olympiad in Informatics** bit.ly/polish-oi
 Made me familiar with the mathematical part of computer science.