

# Michał Urbanek

## portfolio up to 2018

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### contact

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### languages

English — advanced

French — conversation

Polish — native

### skills, from higher proficiency

React

JavaScript

Git

Material UI

Linux / Bash

RESTful API design

SQL & DB design

PHP + Laravel

GIMP / Photoshop

Apache / Nginx

C / C++

### miscellaneous

planning to enrol in a  
psychotherapy school

dancing Contact  
Improvisation [↗](#)

spent last year with  
Cracow tribal community

effectively untying  
client needs

explaining complexity  
with listener's language

apologizing

## work history

09.2018 – 07.2021 **Sunscrapers, software house, frontend role** Remote, sometimes from Warsaw office  
> *Freesense (2020-2021) — advancing fermentation monitoring (medicines, cultured meat etc.) with sensor-packed spheres, free-floating in the liquid (freesense.dk [↗](#))*

- led a team of 4 developers, building an app that visualised how the fermentation went and how it may go further. Used a plotting library extensively (Plotly.js),
- played a key role in helping the client to define feature scope, before each new epic and on their two fly-ins to Warsaw, preceding new stages of development,

> *Pollen (2019) — students-oriented products (pollen.co [↗](#), juscollege.com [↗](#))*

- first touch of React Native, building JusCollege Cabo Spring Break mobile app,
- then spent a few months refactoring codebase of Pollen app, offering students perks for inviting their friends to festivals,

> *NoVig (2018) — bets between individuals, thus avoiding bookmaker fee (novig.com [↗](#))*

- worked on React front-end, covered the codebase with automated tests,

09.2015 – 12.2017 **AAA Capital Marketing, in-house projects, fullstack role** Remote

> *UWire (2017) — let merchants take bank wire transfers internationally (bit.ly/u-wire [↗](#))*

- built the app (React+PHP/Laravel), then trained and managed 3 programmers

> *PayFree (2016) — prepaid cards service, dedicated to Israeli clients (bit.ly/pay-free [↗](#))*


- coded the multilingual application in PHP and plain JS,

03.2012 – 02.2013 **Artifex Mundi** Remote  
*Jungle Hero — 2D arcade game for Android and iOS (bit.ly/jngl-hero [↗](#))*

2009–2014 **Freelancing work** Remote  
irregularly *Mostly with WordPress and C++*

## 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

2012–2019 **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. Took each position from 1st to 6th once :)

2010, 2011 **Semi-finalist of Polish Olympiad in Informatics** bit.ly/polish-oi [↗](#)  
Made me familiar with the mathematical part of computer science.

I hereby give my full consent to have all my personal data above processed in any way.