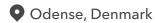
# Miro Hradsky

### Frontend developer with passion for UX/UI design



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# About me

I am a frontend developer with **over 4 years** of experience. I enjoy developing solutions to unique challenges. I've worked with talented people from all around the world, which has given me the chance to learn from different perspectives and improve how I approach problems. I understand both the UX/UI and development sides of a project, which lets me bridge the gap between design and development. This leads to products that not only look great but also function seamlessly. I'm always looking to push my skills and explore new possibilities on the web.

## **Education**

#### AP Multimedia Design and development

**University College of Northern Denmark - UCN** 

This study program encompassed the development, design, production, and testing of complex user interfaces, along with comprehensive full-stack web development.

# **Experience**

#### 3D Frontend Developer

Croqee, 2020 - present

Croqee.com is a web app designed to help new artists master proper anatomy. This startup is a pet project of my friend, and I played a key role in developing the 3D viewer with shaders that allow for the extraction of model outlines, which are then sent to the backend for machine learning processing and evaluation. Additionally, I contributed to the UX/UI design and 3D modeling of assets for the platform.

You can see a demo of the 3D viewer by visiting the following link:

mirohradsky.com/croqee-poc/

#### Frontend Developer

JAKALA Denmark, January 2022 - present

During my time at Jakala, I had the opportunity to collaborate on a variety of exciting projects for a diverse range of clients. Working with teams across multiple time zones and locations, I contributed to global projects that required strong coordination and seamless collaboration. I also took part in technical interviews for new hires, helping to assess and onboard talented developers. Below are some of the standout projects I was involved in:

#### Pfizer

xeljanz.com | baby.prevnar20.com | litfulo.com

I primarily worked with Pfizer, contributing to a wide range of projects—from internal investment initiatives to cutting-edge explorations of new technologies like Adobe Franklin. I also worked on projects built with modern frameworks such as Vue.js and React.js, specializing in immersive development and web optimization.

#### Danish Royal Family Official Website kongehuset.dk

The Kongehuset website was an exciting project that required the fast delivery of dynamic seasonal features and close collaboration between teams.

#### Immersive web AR projects

I was the main developer on a research-driven immersive project, integrating virtual and augmented reality into the web.
Using Zappar libraries and Three.js, we created innovative and interactive experiences, exploring new ways to engage users through immersive technologies.

#### Vilhelm Lauritzen Architects Website vilhelmlauritzen.com

This project involved implementing robust filtering solutions and developing complex components



# **Skills**

Below are my current skills and technologies. This list is constantly evolving as I am always learning and exploring new tools and frameworks. In my past work experience, it was essential to quickly adapt and acquire new technologies to meet project needs.

#### Programming Languages & Technologies

HTML / CSS / SASS JavaScript

✓ Vue.js / NUXT.js

React.js / NEXT.js

† Typescript

**GIT** 

Node.js / Express.js

Three.js

Zapworks SDKs

Firestore.js

Lottie web

Gulp

**GSAP** 

**GROQ** 

#### CMS - Frontend

Umbraco

Drupal

Contentful

Adobe Franklin / Helix

Sanity.io

WordPress

#### Testing / Optimization

Google lighthouse

Selenium

BrowserStack

**SEO** 

Accessibility

#### Software

Postman

Figma

Blender

Adobe Photoshop

Adobe Illustrator

## **Awards**

# Winning team - Hack the Waste International Hackathon 2021

An international competition aimed at addressing environmental issues. The competition saw over 80 participants from around the world, divided into ten teams. The challenge was to tackle the reluctance of Dutch business owners to sort waste. My team created an online campaign titled "Taste your own future", which consisted of a gamified website, advertisement, and a store badge. The jury declared us the winners.

For more information, please visit the following link: https://eu.badgr.com/public/assertions/cn0NW0o2Ta-mCJHurrBGAw

