Miro Hradsky

Frontend developer with passion for UX/UI design

Odense, Denmark   +45 91 86 93 55   dm@mirohradsky.com

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

  (4+ years)

  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