## JAN MAZÁČ, CREATIVE WEB DEVELOPER

Creative web designer and developer with an understanding of interplay between information medium, creative goals and technical feasibility. With an eye for frontend trends as well as long term future developments and good grasp of related back-end technologies.

With 20+ years of experience & empirical knowledge in multiple domains beyond web design and development such as: Print Design, Typography, 3D, Image & Video Processing, Computer Networking & Security.

Analytic, deep thinker and fast, active learner, enjoying taking projects from concept to completion.

**EXPERIENCE** 

	FRONT-END LEAD Project architecture & UI/UX design for the new front-ends to various employee training & evaluation systems for Škoda Auto with Vue.js based projects interfacing with IBM Java Web Application Server back-end via custom REST API.	UI/UX DE VISUAL COMMUNICA SYSTEM ARCHITEC CREATIVE & ART DIREC HTML / CSS / JS CO DEVELOPMENT BEST PRACT
2017     Sprinx Systems     a.s.	<b>UI/UX DESIGNER &amp; CODER</b> Designed UI/UX for web applications, mostly web stores and integrated web front-ends with company's B2C software.	
<ul> <li>2016</li> <li>Bohemia Interactive a.s.</li> <li>1999–2016</li> <li>Freelance</li> </ul>	<ul> <li>FRONT-END DEVELOPER</li> <li>Member of the internal front-end team, worked on variety of company websites, tooling &amp; automation.</li> <li>FREELANCE DESIGNER AND WEB DEVELOPER</li> <li>Design, development and production of standards compliant web sites and applications with use of HTML/CSS/JS, PHP, ASP, SQL and other technologies. SEO. Visual and information architecture for web and occasionally desktop applications. Human interface design. Graphic design, creative and art direction, corporate identity, logotypes, design and production of print materials.</li> </ul>	VUE.JS + N SCSS / CSSI NOE CLI & S SUBLIME TEXT / VSC FIGMA / SKE AFFINITY DESIC AFFINITY PH PEN & P/
• 1996–1999 Barrandov Studios a.s.	<b>TECHNICAL DIRECTOR OF MULTIMEDIA DIVISION</b> Designer and developer of the first version of Barrandov Studios website. Technical lead on Praga Virtualis, the first CD–ROM containing interactive walkthrough with photographic panoramas of Prague.	
<ul> <li>1994–1996</li> <li>Lintas</li> <li>Advertising</li> </ul>	<b>COMPUTER GRAPHIC DESIGNER</b> Specialist for then newly acquired Barco Graphic Creator image-manipulation software for Silicon Graphics computers.	
1993–1994     Macron Systems	<b>APPLICATION SPECIALIST</b> Analyst of trends in DTP and image manipulation, provided support for sales team on complex solutions for major clients.	
1992–1993     McCann–Erickson     Advertising	<b>DTP PRODUCTION DIRECTOR</b> DTP production, photo retouching, typesetting of ads, brochures and other print materials.	
● 1991–1992 Český Deník	<b>DIRECTOR OF DTP DEPARTMENT</b> One of the first DTP operators in the first Czech newspaper deploying Apple computers and DTP software.	

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## COMPETENCIES

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NUXT SNEXT DE.JS SHELL GIT SCODE KETCH GNER рното PAPER