



Martin Bórik - senior software development engineer

with more than decade of experiences in professional IT business and two decades of skills in high-level programming in general, currently, last decade focused on latest JavaScript features and improvements as Frontend developer.

LOCATION Košice, Slovakia
PHONE +421 908 343 277
EMAIL martin@borik.net
PERSONAL WEB <https://martin.borik.net>
GITHUB <https://github.com/mborik>

DATE OF BIRTH 14.08.1982
FAMILY STATUS married, one child

Work Experience

DATES	APRIL 2018 - PRESENT
EMPLOYER	PosAm, s r.o.
RESPONSIBILITIES & ACHIEVEMENTS	<ul style="list-style-type: none">• Frontend developer of a couple of desktop web applications for Allianz insurance company. Built on Angular 5+.• Frontend architect, team-lead and scrum-master of project for settlement and inspection management of vehicle incident claims for Allianz, Slovenská poisťovňa. Solution built on Angular 6+ framework and Reactive Forms.• Frontend developer of React desktop web application for Česká Pojišťovna a.s.
DATES	JUNE 2016 - MARCH 2018
EMPLOYER (OFFSHORE)	Masternaut (UK)
POSITION & RESPONSIBILITIES	<ul style="list-style-type: none">• Frontend developer of the large single-page desktop web application for vehicle tracking, fleet & asset management and driver performance analysis.• Solution based on Dojo open-source JavaScript toolkit and framework.• Acceptance test-driven development (tests based on Intern+Chai+Sinon)• Agile SW development, running in 2 week long sprints
	as an employee of NESS KE s.r.o.



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DATES NOVEMBER 2015 - APRIL 2016
EMPLOYER (OFFSHORE) **Caplin (UK)**
POSITION & RESPONSIBILITIES

as an employee of
NESS KE s.r.o.

- Frontend developer of large single-page financial trading web application.
- Solution based on BladeRunnerJS open-source toolkit and framework (based on KnockoutJS).
- Strict test-driven development - consisting of unit (business-logic) tests and acceptance (presentation layer and UX) tests.
- Agile SW development, running in 2 week long sprints, code review sessions and pull-request approval after every developer's task.

DATES AUGUST 2011 - JULY 2015
EMPLOYER **ANTIK Technology s.r.o.**
POSITION senior developer, team-lead
RESPONSIBILITIES & ACHIEVEMENTS

- Solo development of touch-screen attendance terminal running on embedded device (BeagleBone Black) - single-page web application using a pure HTML5/CSS3/JavaScript on frontend and Node.js on backend.
- Node.js backend developer of time-critical solutions handling the thousands of client connections:
 - describing of communication protocol format and development of socket server which can handle up to ten thousands of client devices in realtime.
 - RESTful API server running on embedded device for remote communication with POS terminal.
 - RESTful API server to communication with remote hospitality systems.
- C/C++ developer of GUI for IPTV Set-Top-Box.
- C/C++ developer and team-lead of WebKit based web-browser implementation running on embedded device with minimal HW requirements.
- Analysis and development of C/C++ module for reading and realtime processing of HbbTV interactive television content and enhanced program guide from MPEG transport stream according to ETSI standards.
- Authorship and development of internal C++ parser and analyser of MPEG transport stream.



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| DATES | APRIL 2009 - JULY 2009 |
| EMPLOYER | PROCESNÁ AUTOMATIZÁCIA a.s., sales department |
| POSITION | freelance full-stack developer |
| RESPONSIBILITIES & ACHIEVEMENTS | <ul style="list-style-type: none">• Analysis of customer requirements, designing of database model and development of web application with complex complaint system for Sales department.• Technical background:<ul style="list-style-type: none">• front-end: HTML4, CSS2, ES3 JavaScript• back-end: PHP5, MySQL• desktop application: C++, MFC, WebView• Application serving up to 10 employees, every day until today without any issue or bug-report. |
| DATES | SEPTEMBER 2005 - AUGUST 2011 |
| EMPLOYER | Novitech Tax s.r.o. |
| POSITION | full-stack developer, data-analyst |
| RESPONSIBILITIES & ACHIEVEMENTS | <ul style="list-style-type: none">• Frontend developer of single-page web application for filling of the tax returns with complex real-time validation based on my own math expression parser and evaluator.• UX designer of web application for the court of distrainers.• Data analysis, mining and manual corrections of data conflicts in national-wide Informix-SQL database of Tax Directorate of Slovak Republic.• Backend Java developer of the parts of the Tax Information System based on IBM WebSphere portal. |
| DATES | SEPTEMBER 2003 - AUGUST 2006 |
| EMPLOYER | MODES, design studio, Košice |
| POSITION & RESPONSIBILITIES | <ul style="list-style-type: none">• Graphic designer and web developer of commercial web-pages based on my own PHP/MySQL framework on backend and JavaScript on frontend.• CG, DTP, 3D architectural visualisations |
| DATES | APRIL 2002 - JULY 2003 |
| EMPLOYER | Remia s.r.o. |
| POSITION & RESPONSIBILITIES | <ul style="list-style-type: none">• Web developer of commercial static web pages.• C++ developer of educating applications for kids into embedded kiosk stands for shopping centres. |



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Skills and Awards

LANGUAGE SPOKEN	English - professional working proficiency
DATE	AUGUST 2019
CERTIFICATE	React & Redux Certified Developer
TUTOR / ISSUER	Školenia a kurzy - Michal Kočí
DATE	DECEMBER 2017
AWARD	Winner of Jury Award in Ness My Idea Contest 2017
INSTITUTION / ISSUER	Ness KDC CTO associates
TOPIC	Idea: "Advanced Web Form Validation Techniques"
DATE	MARCH 2017
AWARD	Employee of the month
INSTITUTION / ISSUER	NESS KE, s.r.o

Projects & Participations

DATE	NOVEMBER 2017
PROJECT NAME	Smart Form Validator
PART OF	Ness My Idea Contest 2017 entry
DESCRIPTION	<ul style="list-style-type: none">• Project aimed to build a better web forms with advanced realtime field validation driven by simple expression evaluation, best fit on forms for different professions who work with finances.• Tech: TypeScript, Aurelia, Semantic UI, Gulp, LESS, big.js
DATE	MAY 2017
PROJECT NAME	Translt
PART OF	Masternaut Hackathon 2017
DESCRIPTION	<ul style="list-style-type: none">• Three day long hackathon project aimed to build responsive web application to manage translation resources of our projects and components.• I've acted as project's frontend architecture initiator and the lead of three senior development engineers who deliver nearly final product with all primary and lot of secondary goals finished.• Frontend part built on Aurelia framework driven by TypeScript and Semantic UI framework, built by Gulp. Backend RESTful API built on Java and MongoDB.

DATE	MAY 2018 - DECEMBER 2019
PROJECT NAME	Speccy2010
DESCRIPTION	<ul style="list-style-type: none"> • Speccy2010 is FPGA development board built for the implementation of various gaming computers (but originally focused on ZX Spectrum and its clones). • This project is next iteration of the firmware primarily aimed on implementation of various disk interfaces which was common in our Central European region. Many changes was done in the core of programmable gate-array, plus complete refactor and development of the new features was done in C/C++ for ARM micro-processor firmware. • Tech: Embedded C/C++, VHDL, Verilog, ARM7TDMI, Z80
DATE	JUNE 2015 - MARCH 2017 (STALLED)
PROJECT NAME	SAA1099Tracker
DESCRIPTION	<ul style="list-style-type: none"> • Offline-storage HTML5/JavaScript chiptune music tracker for Philips SAA 1099 soundchip, which was used in 8bit computers Sam Coupé, ZX-Spectrum and also in sound interface MIF 85 for the Tesla PMD 85. • Tech: TypeScript, Electron, WebAudio, Bootstrap, LESS
DATE	JANUARY 2014 - OCTOBER 2019
PROJECT NAME	ColorAceEditor
DESCRIPTION	<ul style="list-style-type: none"> • Online pixel-art picture editor for Tesla PMD 85. • Tech: TypeScript, React, Redux, BlueprintJS UI framework
DATE	DECEMBER 2011 - PRESENT
PROJECT NAME	GPMD85Emulator
DESCRIPTION	<ul style="list-style-type: none"> • Open-source emulator (focused primary on *nix platforms) of the Tesla PMD 85, an 8-bit personal micro-computer and all of its compatible models produced in eighties of 20th century in the former Czechoslovakia. • Tech: C/C++, Autotools, Simple DirectMedia Library