

Hello,
I'm Jakub, full-stack developer
with more than 15 years of
experience, focused on great
software design.
Take a look at my projects, and
if you're interested in working
together, contact me.

PHONE
+420 608 363 312
(calls accepted only after email confirmation)

EMAIL
jakub@mazanec.dev

WEB
www.mazanec.dev

GITHUB
github.com/jakubmazanec

LINKEDIN
cz.linkedin.com/in/jakubmazanec

Experience

Education

MASTER'S DEGREE (2010 – 2014)

FIELD
Psychology

SCHOOL
Faculty of Social Studies, Masaryk University

BACHELOR'S DEGREE (2007 – 2010)

FIELD
Digital media & Psychology

SCHOOL
Faculty of Social Studies, Masaryk University

Full-stack developer

FREELANCE DEVELOPER (2009 – PRESENT)

While in the past I worked on various projects ranging from simple static sites to interactive 3d apps to complex e-commerce sites, now I love the developer experience that comes with modern tools like Remix and Gel.

SKILLS
TypeScript, Node.js, Remix, Gel

OPEN SOURCE DEVELOPER (2022 – PRESENT)

See my [GitHub profile](#).

SKILLS
Node.js, TypeScript

Projects

Open source

Although there's a lot of great open-source tools and libraries, sometimes I need functionality that doesn't exist yet, or existing packages are unsatisfactory in some way. My philosophy is to create intuitive interfaces while taking full advantage of TypeScript's awesome type system. See my [GitHub profile](#) for complete overview.

UI (IN DEVELOPMENT)

React component library based on Headless UI and styled with Tailwind.

STACK

TypeScript, React, Tailwind

PREVIEW

[Storybook](#)

GITHUB

[jakubmazanec/tools](#)

NPM

[@jakubmazanec/ui](#)

CARSON

Tool for managing workspace and project configuration.

STACK

TypeScript, Ink

GITHUB

[jakubmazanec/tools](#)

NPM

[@jakubmazanec/carson](#)

CARSON TEMPLATES (IN DEVELOPMENT)

Collection of ready-to-use templates for Carson that allows you to start developing literally in seconds.

FRONT-END ARCHITECT AT ORIFLAME SOFTWARE (2019 – 2023)

As a part of a team, I helped design and implement transformation of the Oriflame's multinational e-commerce platform from C# .NET monolith to a micro-frontend architecture built using Next.js and Kubernetes.

SKILLS

Node.js, Next.js, Kubernetes, Azure

IT SPECIALIST AT CENTRUM VZDĚLÁVÁNÍ VŠEM (2017 – 2019)

As a server admin, I was responsible for maintenance of the company website and setting up a local cloud.

SKILLS

Linux, nginx, PHP, MySQL

BACK-END DEVELOPER AT Q2 INTERACTIVE (2016 – 2017)

I created highly scalable and available API for an insurance company, built using GraphQL and Serverless.

SKILLS

Node.js, GraphQL, Serverless, DynamoDB, Elasticsearch, AWS

Skills

Web development

When I first started learning how to make websites, Internet Explorer 6 was just released. I didn't like PHP, but then Ajax came and allowed us to build much better apps. Years later, with Node.js for the back-end and TypeScript's awesome type system, I think web is a platform with great future.

LANGUAGES

JavaScript, TypeScript, HTML, CSS

DATABASES

Gel, PostgreSQL, Elasticsearch, DynamoDB

TECHNOLOGIES

Node.js, Docker, Kubernetes

PACKAGES

Remix, Next.js, React, Tailwind, Vitest, Jest

APPS

Photoshop, Illustrator, InDesign, Figma

STACK

TypeScript, EJS

TEMPLATES

Currently it contains templates for creating Node.js packages (with support for testing, Storybook, and fully automated release process that uses GitHub Actions) and Remix apps (deployed to Fly.io and EdgeDB cloud, automated via GitHub Actions too).

GITHUB

[jakubmazanec/tools](#)

NPM

[@jakubmazanec/carson-templates](#)

Apps

DRAM (IN DEVELOPMENT)

Simple app I created to organize my whisky collection and to test new technologies and workflows.

STACK

TypeScript, Remix, Gel

PREVIEW

[dram.mazanec.dev](#)

GITHUB

[jakubmazanec/apps](#)

Games

SOMEWHERE (IN DEVELOPMENT)

As an experiment to test my game design ideas, I'm working on a location-based game played in a browser.

STACK

TypeScript, Remix, Pixi.js

PREVIEW

[somewhere.fly.dev](#)

GITHUB

[jakubmazanec/apps](#)

CLOUDS

Azure, AWS, Fly.io

Data analysis

Although currently not my primary area of work, I focus on psychometrics and theories of measurement, using Bayesian methods.

LANGUAGES

Julia, R, MATLAB

APPS

R Studio, SPSS Statistics, Stan

TOPICS

Quantitative research, Bayesian data analysis, Psychometrics

Game development

I started programming because I love Star Trek and I wanted to create games. I learned Delphi and DirectX, found some 3ds max models of ships and made simple space simulators.

After years of focusing on other projects, I'd like to use web standards to create games I can play everywhere.

LANGUAGES

TypeScript, Delphi

TECHNOLOGIES

WebGL, WebGPU, DirectX

PACKAGES

Three.js, Pixi.js

Languages

C2 in Czech, C2 in English, A1 in French