



Kamil Rogala, front-end developer

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Experience

since 01.08.2017 Grupa AF sp. z o. o.- **Chief Information Officer**

Responsibilities:

- creating websites, e-shops and dedicated IT solutions
- problem solving
- training new employees
- projects management
- technical contact with business partners
- maintaining company server
- consultations and valuations

03.08.2015 - 31.07.2017 Grupa AF sp. z o. o.- **Programmer**

Responsibilities:

- creating websites, e-shops and dedicated IT solutions
- problem solving
- training new employees
- projects management

22.05.2013 - 31.07.2015 AF Design- **Programmer**

Responsibilities:

- creating websites, e-shops and dedicated IT solutions
- problem solving

10.2011 - 12.2011 Sobmar sp. z o. o.- **Sales and data update specialist**

Responsibilities:

- updating offer in e-shops
- creating and listing auctions on Allegro platform
- market analysis and competition audit

02.2010 - 08.2011 Doorhan Polska sp. z o. o.- **Sales specialist**

Responsibilities:

- SEO/SEM of company website
- brand marketing
- creation and maintaining company website

11.2009 - 01.2010 Intrak S.C.- **Brand promoter**

Responsibilities:

- brand marketing
- maintaining company website

Selected private projects

2012 – 2013 Teve e-shop

Responsibilities:

webmaster, e-shop administrator, copywriter, graphic designer

E-shop based on RedCart platform

2005 – 2012 ViaWWW.pl, internet portal

Responsibilities: founder, server administrator, graphic designer, editor in chief

Internet portal about bMMO game(programming, graphic design, marketing, copywriting, fable creating).

Additional side projects: blog platform, forum, game toplist

2008 – 2010 Eternal Lords, game project

Responsibilities: founder, project manager, fable department manager, copywriting department manager

Browser game- hybrid MMORTS/MMORPG, amateur project. Team consisted 21 people (in the largest state).

Links:

<http://ygg.pl/blog/2012/10/05/eternal-lords-feniks-z-popiolow/>

<https://gexe.pl/rpgi-tekstowe/newsy/1610.rewolucja-w-tekstowych-mmo>

2008 – 2010 PHP framework for creating bMMO games: Nemesis Framework

Responsibilities: fable creator, mechanic designer, software architect

Team consisted 4 peoples.

Skills

Technical:

good/very good level: HTML5, CSS3, Responsive Web Design, Joomla CMS

medium level: JavaScript, jQuery, UI/UX testing

basic level: NodeJS, Vue.js, Ajax, gulp.js, SASS, LESS, PHP, MySQL, Bootstrap, Materialize, Bulma, GIT, Wordpress CMS

Non-technical:

english language (comunicative), team work ability, team management ability, project management ability, good work and self organisation, self motivation skills, driving license, copywriting

Other:

communicativeness, head full of ideas, great commitment to work, responsibility, diligence, attention to detail, caring for the good of the project, creativity

Education

2008 – 2010 Warsaw School of Computer Science

Field of study: Computer Science

2007 – 2008 Warsaw University of Technology

Field of study: Material Engineering

Certificates

Webdeveloper (creating websites)

License AWWW/A3W/04/12/12

The institution issuing the certificate: Akademia WWW sp. z o. o.

International Internet Certificate (Class A)

License PL/541/091209

The institution issuing the certificate: BPR Internet Explorers
