

Michal Gondar



A dedicated technology leader, with the right balance of perfectionism and pragmatism to enable exceptional delivery of complex projects to spec and on time.

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Skills

- Problem solving
- Team and product management (building and empowering remote teams)
- Complex application development (designing and building system architecture)
- Full-Stack developer (backend, frontend, mobile, system infrastructure)
- Contributing business ideas to create customer value

GoLang

JavaScript (ES6, NodeJS, React)

SQL (MySQL, PostgreSQL)

HTML

CSS

Swift

PHP

Python (Flask)

C#

Git

AWS

Elasticsearch

Experience

ZÁKON & POŘÁDEK S.R.O.

Technical co-founder and CTO

- Built and scaled SaaS company to industry leader in a newly created market
- Designed and developed core system architecture focused on collecting, processing and monitoring data
- Assembled and managed fully remote team

Jul 2013 – Present, Prague & Remote

DIGITAL GARDEN

Full-Stack developer

Feb 2013 – Oct 2013, Sydney Australia

MUSSTARD

Technical co-founder and CTO

- Developed e-commerce retail platform based on Magento for fashion start-up
- Implemented custom Magento extensions and modifications to fulfill business needs (multiple warehouse functionality, ajax shopping cart, gift vouchers based on custom rules)
- Designed and maintained infrastructure running on AWS
- Technologies: Magento, Varnish cache, Solr search, Apache, MySQL
- Communicated with investors, conducted technical interviews

Nov 2011 – Jul 2013, Sydney Australia

AOL / GOVIRAL

Full-Stack Engineer

- Lead Javascript developer – developed HTML5 video player for Goviral video advertising platform. Produced high quality unit tested javascript application
- Implemented Selenium and BDD (Behat) tests

- Worked as a member of PHP core team developing features for internal systems
- Integral part of the Goviral start-up culture prior to its acquisition by AOL

Jun 2011 – Feb 2012, London UK

LIVE NATION ENTERTAINMENT / TICKETMASTER

Lead Frontend Engineer

- Lead Frontend Engineer for www.livenation.co.uk and its 17 additional language mutations
- Redesigning Ticketmaster checkout system
- Worked as part of agile development team
- Implemented facebook XFBML
- Created prototype for festival mobile applications

Feb 2009 – May 2011, London UK

Projects

HawkFlow.ai

Monitoring for AI workflows, crons, RPA.

In development

WOWidget

An application for iPhone and iPad to create custom widgets.

Released in 2020

Education

COMENIUS UNIVERSITY IN BRATISLAVA

Bachelor's degree

Mathematics of economy, finance and modeling

Awarded in 2008

Certificates

REST API (INTERMEDIATE) CERTIFICATE

HackerRank

Awarded in 2020

TRIPLEBYTE CERTIFIED GENERALIST SOFTWARE ENGINEER

Triplebyte

Awarded in 2020

Hobbies

CHESS

Challenging and intellectually stimulating.

HACKERRANK

I enjoy solving problems and HackerRank is a perfect place for programming challenges.