

Rafal Szulczewski

digital producer / front-end developer

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Primary Skills

rapid prototyping - HTML5 - CSS3 (SCSS, OOCSS And BEM) - JavaScript - TypeScript - SVG - Angular - WordPress - Git - Adobe Creative Cloud (Illustrator, Photoshop and Adobe Edge Toolkit)

Current Interests

progressive web applications - reactive programming - GraphQL - Angular - React - TypeScript - modular architecture - OOCSS - BEM - creation of interactive digital content - SVG

Summary

I'm a focused, driven and experienced **web programmer** who is passionate about **rapid prototyping**, **creation of rich, interactive content** and **user interfaces** with **newest web technologies** as well as their **business application** and potential in **education** and **training**.

My involvement in **software development** started in high school when I took part in the development and **testing** of A-Tech, a sophisticated software package, assisting in technical analysis of stock market. This program became the most popular tool among traders and brokers on the Warsaw's stock exchange.

Once in the **UK** I worked as a **website administrator** responsible for management of a **large social network** for professionals and businesses from **music and media** industries as well as game development industry.

I also worked in **research** and was responsible for developing innovative **workflows** for rapid delivery of engaging and interactive **web content** and on preparation of **training** programme and learning materials for users across three continents.

During my years in **web development** I worked as **lead** and **junior** developer and **digital producer** on projects undertaken by weAreThePlayMakers; Royal Society of Arts and Voist Ltd. Whilst working with the last of these companies I took part in the first edition of Public Services Launchpad by FutureGov, an accelerator programme focused on **innovation**, **design** and **development** of **services** for the public sector.

More recently I'm focused on technologies related to progressive web applications and development of digital assets and web products for small and medium size initiatives mainly from creative industries,

hospitality and burgeoning London's artisans scene.

Experience

2015 - 2017

projekt:kreatywa

role: lead front-end developer, digital producer

- Coffee Project
 - aim: design, development and publishing of digital networking platform for businesses and professionals from within speciality coffee scene in association with [The Peanut Vendor Coffee Project](#) using WordPress, Gantry5 framework and Foundation 6; creation of a prototype of the platform as progressive web application.
 - prototypes (progressive web application):
 - [tpv-coffee-project-team-app](#), [source code](#)
 - [coffee-project.github.io](#), [source code](#)
 - outcome: [Coffee Project](#)
- ながれ / NAGARE
 - aim: design and development of simple online publication for an art project
 - outcome: [ながれ / NAGARE](#)
- investinART
 - aim: creation of an art selling platform which presents unique artworks helping first-time and seasoned collectors acquire the works of emerging artists from around the world; creation of a prototype of the platform as progressive web application.
 - prototypes for building a progressive web application:
 - [investin-art](#), [source code](#)
 - outcome: [investin.art](#)
- projekt:kreatywa
 - aim: creation of web publishing platform and various web publishing services with robust and easy to customise set of administrative tools based on Gantry5 framework and multisite installation of WordPress
 - outcome: [projekt-kreatywa.com](#)
- other projects:
 - personal websites and services using Angular, Foundation, Material Design, Firebase and GitHub:
 - RETROSPECTIVE

- aim: creation of user interfaces and website for an interactive story with use of Three.js and A-Frame
- outcome: [RETROSPECTIVE - vr demo](#)
- NEC SPE NEC METU - WITHOUT HOPE, WITHOUT FEAR
 - aim: personal project documenting places visited by Italian renaissance painter Caravaggio during his lifetime using 360 degree cameras, Three.js and A-Frame technology
 - info and source: [github repository](#)
 - outcome: [nec-spe-nec-metu](#)
- rafszul.github.io
 - outcome: [rafszul.github.io](#)
 - [info and source code](#)

2015 - 2017

freelance work

role: front-end developer and digital producer

- SELVIE WONDER - LIVE UP / EP
 - aim: creation of all promotional materials for release of SELVIE WONDER - LIVE UP / EP including cover design, web app and all assets made for and with association of [Lana Sound Studio](#)
 - outcome: [SELVIE WONDER - LIVE UP / EP](#)
- Recorded Convo On Edge
 - aim: creation of interactive web page using high quality, animated vector graphics (svg)
 - outcome: [rec-convo-the-edge.surge.sh](#)
- y-u-n-i-v-e-r-s-e:
 - aim: 3D gallery of paintings by Yuliya V Krylova
 - outcome: [y-u-n-i-v-e-r-s-e.netlify.com](#)
- Service Design @ LDF 2015
 - aim: creation of events listings page for Service Design Festival for [London Design Festival 2015](#)
 - outcome: [service design events @ LDF 2015](#)

2014 - 2015

Royal Society of Arts

role: lead front-end developer

- DiasporaChangemakers
 - aim: creation of social networking platform and content management suite for one of RSA's research projects from their Connected Communities initiatives
 - info: [details about the project](#)

2014 - 2015

Voist Ltd.

role: front-end developer and digital producer

- Mapify Church Street
 - aim: integration of web publishing tools with Google Maps API
 - info: [Voist - Mapify](#)
 - outcome: [wearemapify.com](#)
- The Depot Residents Project
 - aim: integration of Adobe Edge toolkit and associated web publishing tools with Facebook API
 - outcome: [The Tram Depot Residents Project](#)

2013 - 2015

weAreThePlayMakers

role: product manager, lead front-end developer

- coordination of design and development of interactive web applications for organisations, businesses and individual clients;
- development of efficient workflows using most up-to-date web technologies;
- preparation of custom training programmes for design and development teams;
- research of new and developing technologies and integrating them with company's existing processes and practices;
- some of the results available online:
 - Ecce Homo - a graphical journal: [ecce homo 2013](#)
 - time2talk
 - aim: prototype of a mobile web app for people with mental health problems
 - outcome: [time2talk](#)
 - bleach v16_62
 - aim: prototype of interactive web application and social networking game for #transeuropeancaravans by European Alternatives
 - info: [more about the initiative](#)
 - outcome: [bleachv1662](#)
 - Dzon Cesarz: [dzoncesarz.surge.sh](#)
 - promo app for The Black Horsemen: <http://blackhorsemen.surge.sh>

- weAreThePlayMakers Facebook form: [wearetheplaymakers](https://www.facebook.com/wearetheplaymakers)

2010 - 2013

Spurkle Ltd.

role: researcher and website administrator for Media Match Australia, Games Match Europe, Uk Music Jobs

- administration of day to day operation of social network for professionals from creative industries, game development studios, music and media businesses
- result: media-match.com