



TOMASZ MORSKI

FULL STACK DEVELOPER . . .

CONTACT

Address_Bohaterow Wrzesnia 34b/4,
72-600 Swinoujscie, Poland
Mobile_+48 793488321
Email_tomasz.morski@gmail.com
Skype_makaveli1818

PORTFOLIO

Web_tomaszmorski.com
GitHub_github.com/mors84

GENERAL SKILLS

PHP ●●●●●●●●●●	Laravel ●●●●●●●●●●
Wordpress DEV ●●●●●●●●●●	MySQL ●●●●●●●●●●
JavaScript ●●●●●●●●●●	jQuery ●●●●●●●●●●
AJAX + JSON ●●●●●●●●●●	HTML5 ●●●●●●●●●●
CSS3 ●●●●●●●●●●	SASS / LESS ●●●●●●●●●●
Git ●●●●●●●●●●	SEO ●●●●●●●●●●
Photoshop ●●●●●●●●●●	Illustrator ●●●●●●●●●●

PATTERNS AND TECHNIQUES

Object Oriented Programming / MVC /
SEO On-page Optimisation / Page
Speed Optimization / Responsive Web
Design

INTERESTS

Basketball / Photography / Cooking /
Cinema / Universe / Hi-Tech

ABOUT ME

Date of birth_28/07/1984 Nationality_Polish Sex_male

I'm Tomasz Morski a Front-end Developer / Back-end Developer since 2001, currently living and working in Poland.

EXPERIENCE

2013 > Present
Freelance Full Stack Developer
All developed and designed activities from sketch to launch. Graphic and database design, SEO optimisation and implement a fully functional application based on Laravel framework.

2010 > 2014
Forwarder @ 4 companies
Transport orders, optimization of cost forwarding, acquiring new customers and carriers for the four companies: Podlasie S.A., Dartom Sp. z o.o., Sprint Logistyka S.A., Better Logistics Sp. z o.o.

2001 > 2008
Front-End Developer / Editor @ PilkaNozna.pl
Front-end Developer and news editor of the web portal. The development based on HTML4 and CSS2. PilkaNozna.pl is a website of the Polish largest soccer weekly newspaper "Piłka Nożna".

EDUCATION

#2007 > 2009
Master of Science Engineer @ Poznan University of Technology
Master of Science Engineer majoring in Road Transport obtained at the Poznan University of Technology.

#2003 > 2007
Engineer @ West Pomeranian University of Technology
Engineer majoring in Harbour and Industrial obtained at the West Pomeranian University of Technology.

LANGUAGES

Polish > mother tongue English > intermediate