

Martin Milo

Senior Full-Stack Engineer focused on solving business problems and crafting unique DX solutions.

milomartin.za@gmail.com

[+421 902 324 421](tel:+421902324421)

github.com/martinmilo

martinmilo.com

RELEVANT EXPERIENCE

Senior Software Engineer, become1, Remote (Sep 2023 – present)

Developed a comprehensive testing infrastructure from scratch, adhering to DDD and Clean Architecture principles to improve code quality.

Senior Software Engineer, Wonderway, Remote (Jan 2023 – Aug 2023)

Developed prototypes to rapidly validate and refine solutions. My role involved ideating on the product, addressing technical debt, and mentoring junior developers.

Wonderway GmbH, Berlin, Germany (Jan 2019 – Jun 2022)

► **Full-Stack & Product Developer** (Mar 2021 – Jun 2022)

Post-development of the sales training platform, I concentrated on implementing testing solutions and mentoring junior developers, nurturing a quality-driven and learning-focused team environment.

► **Full-Stack Developer** (Jan 2019 – Feb 2021)

Co-developed a sales training platform, setting frontend standards that empowered teammates to deliver exceptional work.

Front-End Architect, BOOTIQ, Prague, Czechia (July 2018 – Dec 2018)

I developed a range of features including a complete dashboard for a React Native app, along with various components for web applications.

Full-Stack Developer, AUTORIDE, Slovakia (Feb 2017 – Jun 2018)

I developed one of Slovakia's fastest-growing car-related websites and subsequently built a marketplace platform on top of it.

EDUCATION

FH Kufstein Tirol – University of Applied Sciences, Austria — Bachelor, 2017

SKILLS

Software development, Code architecture, API development, Cross-functional collaboration, Functional programming, Rapid prototyping, Lean product, Team leadership, Product research, Customer feedback collection & analysis

PROGRAMMING LANGUAGES & FRAMEWORKS

JavaScript, TypeScript, React, React Native, Next.js, Node.js, Ruby, Ruby on Rails, PHP, Laravel, Heroku, SQL, PostgreSQL, [Python, Swift, C, Go - Hobby exp.]