Marek Dvorník Junior Svelte Developer

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PROFILE SUMMARY

- **Junior Svelte Developer** with **3 years** in web development, the last 2 on the **Brave Search** results page, after a year building **game launch and campaign sites** at Pixel Federation.
- Works in **Svelte 5** and **SvelteKit** with **TypeScript**, styles with **Tailwind CSS**, tests with **Vitest** and **Playwright**, and ships through **GitHub Actions** several times a week.
- Strongest on **small, fast UI components** and **keyboard accessibility**, and checks every change against the widget **bundle budget** and a screen reader before asking for review.
- Works in a squad of **2 senior engineers and a designer**, reviews code every day, and agrees the **JSON shape of new result types** with the search backend team before building them.
- Keeps the team's **runes cheat sheet** up to date for new joiners, answers questions in the **Svelte Discord**, and is learning **remote functions** for the next settings page.

TECHNICAL SKILLS

Svelte & SvelteKit:	Svelte 5, SvelteKit, runes, snippets, load functions, transitions
Languages:	TypeScript, JavaScript, HTML, CSS
State & Data:	$state classes, Svelte stores, context API, REST APIs, JSON
Component Libraries & CSS:	Tailwind CSS, Bits UI, scoped CSS, Storybook (basics)
Testing Tools:	Vitest, Testing Library, Playwright, svelte-check
Build & Deploy:	Vite, pnpm, adapter-node, Docker (basics), GitHub Actions
Web Vitals & Accessibility:	Core Web Vitals, Lighthouse, WCAG 2.2 AA, axe DevTools, VoiceOver

EDUCATION

Slovak University of Technology in Bratislava — **B.Sc. in Informatics** — Bratislava, Slovakia · Sep 2020 to Jun 2023

WORK EXPERIENCE

Brave — **Junior Front-End Engineer, Search** — Bratislava, Slovakia (remote) · Sep 2024 to Present

- Built **11** result widgets for Brave Search in **Svelte 5**, including weather, currency and recipe cards, on one shared card shell with typed $props and a snippet for each layout.
- Moved the filters panel from Svelte 4 reactive statements to **$state** and **$derived**, fixing region and safe search filters that fell out of sync and cutting related bug reports from 14 a month to **1**.
- Returned slow widget data as streamed promises from the results page **load function**, so the main results render first, cutting time to first result on throttled 3G from 2.6 s to **1.4 s**.
- Kept every new widget under a **6 KB** gzipped budget by loading its code only when a query triggers it, so the results page bundle stayed flat while 11 widgets shipped.
- Wrote **Vitest** component tests and **Playwright** keyboard tests for the widget shell, raising coverage on the widget code from 41% to **86%**.

Pixel Federation — **Junior Web Developer** — Bratislava, Slovakia · Jul 2023 to Aug 2024

- Built pre-registration forms for 4 game launches with **SvelteKit form actions** and server-side validation that still worked when JavaScript failed, collecting **62,000** sign-ups.
- Moved campaign sites from WordPress to **prerendered SvelteKit** pages on **adapter-static**, cutting average page load on mobile from 4.1 s to **1.2 s**.
- Rewrote **6** jQuery campaign widgets, including a countdown and a reward calendar, as Svelte components, shrinking the shared script from 240 KB to **38 KB**.