

Adél Tancsik

- Front-end Engineer -

Creating smooth digital experiences with React.js/Next.js and TypeScript; bringing precision, integrity, and impactful outcomes.

💌 tancsikadel@gmail.com

06 2320 7296

The Hague, Netherlands

in linkedin.com/in/adel-tancsik

adeltancsik.com

WORK EXPERIENCE

Front-end Engineer

Zoover

10/2021 - 04/2024

Rotterdam, Netherlands (hybrid)

Achievements:

- · Grew from junior to medior role through consistent delivery of high-quality work.
- Achieved a 78% increase in conversion rates and halved technology costs by meeting all tech OKRs outlined in the annual roadmap.
- Deployed features using A/B testing, leading to a 7.5% increase in micro-conversion rates on the homepage.

Responsibilities:

- · Debugging, refactoring, and implementing features in the codebase using Next.js, TypeScript, and associated technologies.
- · Guiding junior team members by introducing best practices, coding standards, and project-specific knowledge.
- Close collaboration with backend, designer, SEO specialist and stakeholders on an everyday basis.

Front-end Developer

SD-Insights

03/2020 - 10/2021

Delft, Netherlands (hybrid)

- Building the front-end of the NEXTdriver coaching environment and the portal for customers in React.js.
- Developing a navigation (MyRoad) and a coaching (MyCoach) application in Flutter from scratch.
- Rebuilding the company's main product (NEXTdriver) in Flutter.

Full-stack Developer Trainee

Codaisseur

10/2019 - 12/2019

Amsterdam, Netherlands (on-site)

#1 Code Academy in the Netherlands • 11-week • full-time

- Learning full-stack web development, including JavaScript with React.js, Redux, Node.js, REST APIs, PostgreSQL, and how to build cutting edge web applications using popular frameworks and libraries.
- Only 35% of the applicants are accepted and 70% of them graduate due to the intensity and difficulty of the program.

TECHNICAL SKILLS



SOFT SKILLS



INTERESTS



LANGUAGES

English					
Hungarian					
Italian			0	0	0
Dutch	Just started to learn				