

Miroslav Hornak

Full-stack designer with over seven years of experience.

Product Design Team Lead at Pipedrive, co-founder of a studio behind multiplayer game GetMeBro! and eSport like tournament solutions. Prior to transition to the gaming industry, co-founded a London based startup ranked as one of the hottest startups in Europe and Russia.

As a freelancer worked for major media companies, TV channels, retailers in both the private and public sectors.

Start-ups

GimmeBreak (Tallinn, EE)

Photon Tournament SDK Product Lead & Co-Founder

Responsible for product development of the tournament platform which provides game studios all the necessary tools to run fully automated tournaments through a partnership with Photon Engine.

GimmeBreak (London, UK)

GetMeBro! Lead Game Designer & Co-Founder

Designed multiplayer cross-platform competitive game GetMeBro! with a total of over million players that was enjoyed across 4 gaming platforms in 12 languages around the world.

Accomplishments

- The Big Indie Pitch 2016, 2017 finalists
- UK's eSport ambassadors on Slush 2017
- Globally featured by Google, Apple and Sony

Gitoon (London, UK)

Product Designer & Co-Founder

Product design of a social platform for artists that publish only the best works thanks to the site's curators and reviewing algorithm. Later ran a Netflix-like subscription service that brings different artwork to customers' home every month.

Accomplishments

- WIRED'S 100 Hottest Startups in Europe (2014)
- Mashable's 20 Hottest startups in Russia (2013)

Education

Master's at University of Economics

2018 - 2013 Major: Information technologies
Minor: Software quality

Design UI design, User experience, Wireframes, Prototyping, Research, Design systems, Iconography, Motion design, Branding, Marketing and Print design,...

Tech Front-end development (HTML, CSS, JS, PHP,...), Game development (Unity), Databases (MS SQL, MySQL), Git, Familiar with Java, C#,...

Work experience

Pipedrive (Prague, CZ + Tallinn, EE)

Product Design Team Lead

Product design of a brand new product offering of Lead generation tools for the best customer rated CRM. Management and growth of the design team with members across different locations.

Bileto (Prague, CZ)

Product Designer

Owned the end to end look and feel of the customer-facing transit app.

ASOS (London, UK)

Innovation Designer

Brought ideas to life through interactive prototypes and customer validation for the innovation team of Britain's biggest online fashion retailer.

Mafra (Prague, CZ)

UI/UX Designer

Web UX/UI design for one of the biggest media houses in Czechia. Successfully launched various projects daily visited by millions.

FTV Prima (Prague, CZ)

UI Designer

Designed of apps, websites and marketing materials for TV channels and shows.

PragueBest (Prague, CZ)

Junior Front-End Developer & Designer

