



Jan Blazej

Lead Mobile Developer

Work Experience

2022 – Now

Lead Mobile Developer at Footshop

Prague, CZ / Remote
React Native, Expo, Turbo Monorepo, TypeScript, Maestro

Joined Footshop to lead the development of a brand-new mobile app for iOS and Android, drawing on my experience building performant, cross-platform apps.

I designed and built the mobile architecture using React Native with Expo, implementing a Turbo Monorepo setup to enable efficient code sharing across multiple projects. I led the full development lifecycle of the Footshop mobile app, guiding it from initial prototyping through to production release and deployment on app stores. In parallel, I developed the Queens mobile app, Footshop's sister brand, leveraging the same shared architecture to accelerate delivery and maintain consistency. To ensure quality and reliability, I established end-to-end testing workflows using Maestro, achieving high test coverage across key user flows. Throughout the project, I worked closely with product managers, designers, and backend developers to deliver seamless, branded shopping experiences. A strong emphasis was placed on scalability, performance, and developer experience, supported by a clean and maintainable architecture.

2017 – 2022

Lead Mobile Developer at Qest

Senior Front-End Developer
Mid Front-End Developer
Junior Full-Stack Developer
Junior Quality Assurance Engineer
Prague, CZ

Projects

DPD – My Pickup App

Lead Mobile Developer
React Native, Expo, TypeScript, Detox

Led the development of the Android My Pickup app used across all DPD pickup points in the Czech Republic. Built specifically for Zebra handheld devices with integrated barcode scanners, the app was designed to streamline parcel pickup and delivery operations.

I designed and implemented a mobile architecture specifically optimized for rugged Android devices, ensuring durability and performance in demanding environments. As part of the solution, I integrated scanner functionality to enable real-time parcel check-ins and check-outs, streamlining logistics operations. I also collaborated with Global Payments to integrate a POS terminal solution, allowing customers to pay for packages directly via card at pickup points. To support seamless operations, I implemented real-time synchronization across multiple devices, ensuring data consistency across all touchpoints. Additionally, I developed multiple user flows to accommodate various operational scenarios, including parcel drop-off, pickup, returns, and payments.

Happenne – Live Events Platform

Senior Front-End Developer
Next.js, Node.js, NX, TypeScript

Contributed to the development of a real-time virtual event platform, enabling live video streaming, interactive chat, and dynamic user engagement features for conferences, webinars, and hybrid events.

I built and maintained performant React components within a scalable frontend architecture, ensuring a robust foundation for continued product growth. As part of the effort to accelerate development, I designed and implemented key elements of a shared design system, enabling rapid and consistent feature delivery across teams. Collaborating closely with UX/UI teams, I focused on delivering pixel-perfect and accessible user experiences. Additionally, I contributed to the development of a 3D virtual lobby system that allowed event attendees to interact with virtual spaces and explore branded conference environments, an innovative solution that bridged the gap between in-person and digital event experiences.

Sportlito – Fan Engagement App

Mid Front-End Developer
React Native, Expo, TypeScript

Led the development of a sports-focused mobile app designed to engage football fans.

I implemented Instagram-style story features with advanced gesture handling and smooth animations, creating an engaging and intuitive user experience. Working directly with the founders, I helped prioritize features and delivered fast, iterative product updates to meet evolving business goals. Throughout the development process, I maintained a strong focus on scalability, maintainability, and driving high user engagement through thoughtful design and robust engineering practices.

Volvo Czech Republic – Volvista Technician App

Mid Front-End Developer
React Native, Expo, TypeScript

Redesigned and rebuilt Volvo's mobile app to support iPad and improve overall performance.

I created a custom design system tailored to adapt seamlessly across various screen sizes, ensuring a consistent and responsive user experience. To enhance the app's functionality, I integrated AWS services, including text recognition capabilities and Amplify for secure user authentication. I also optimized performance and user experience specifically for both iPhone and iPad, delivering a smooth and reliable interface across devices.

Abaku – Educational Game Platform

Junior Full-Stack Developer
React, Node.js, TypeScript

First major project as a developer, contributing across backend and frontend.

I developed backend CRUD APIs for admin interfaces using Node.js, enabling efficient data management and administrative control. In parallel, I contributed to the main math game by helping build the core scoring logic and essential UI components that supported gameplay functionality. Throughout the project, I worked in a collaborative environment alongside senior engineers, gaining hands-on experience and learning best practices in both backend and frontend development.

Shipvio, Amazing Places, Insurance system

Junior Quality Assurance Engineer

As a Junior QA, I contributed to ensuring product quality across multiple web and mobile applications by conducting manual/ automated testing, reporting bugs, and working closely with developers and project managers to maintain high-quality standards.

The projects I worked on included Shipvio, a logistics platform connecting shippers and carriers; Amazing Places, a travel platform highlighting premium accommodations; and an insurance system, an enterprise solution designed to manage insurance policies and claims for a client.

2016 – 2017

Junior Quality Assurance Engineer at Generali

Prague, CZ

I started my career in software development by joining the QA team at Generali, a leading global insurance company. In this role, I focused on manual testing of internal enterprise systems to ensure their functionality and reliability.

During my time there, I gained foundational experience working in Agile/Scrum teams, where I learned the importance of collaboration, sprint planning, and backlog grooming. I also developed a solid understanding of the software development lifecycle, quality assurance processes, and defect reporting tools.

Side Projects

2024 – Now

Co-Founder & VisionOS Developer at Lapz

Prague, CZ / Remote
SwiftUI, VisionOS

I co-founded Lapz to reinvent how motorsport fans experience Formula 1 and other racing series on Apple Vision Pro. By merging real-time data with Mixed Reality, Lapz transforms race-watching into something you can feel, not just see. What began as a side project is now being hailed as “...The Best Reason Yet To Buy a Vision Pro” – Forbes, 2024.

Building the core application in SwiftUI while exploring the possibilities of visionOS and spatial computing. Collaborating closely with UI designers and 3D artists to create interactive race environments and intuitive spatial interfaces. Working with HLS live streaming and implementing FairPlay DRM to deliver synchronized, secure video content within the spatial experience. Additionally, reverse engineering Formula 1 APIs to access and integrate real-time data such as car positions, telemetry, and live event updates.

Forbes: This Incredible F1 App Is The Best Reason Yet To Buy A Vision Pro ↗

MacRumors: Lapz App Lets You Watch Formula 1 Races on Apple Vision Pro ↗

The Verge: Vision Pro's viral Lapz app put on hold after F1 complaint ↗

Instagram: Watching Formula 1 with Lapz on the Apple Vision Pro has transformed how races are viewed forever ↗

2021 – 2022

Co-founder at Meetback

Prague, CZ
React, TypeScript

Meetback was a web app designed to help teams reflect on the value of their recurring online meetings during the peak of the COVID era. It aimed to bring clarity to whether meetings were a good use of time by collecting structured feedback from attendees. I was one of four co-founders, responsible for designing and building the entire frontend application as the sole React developer. I closely collaborated with our UI/UX designer and backend developer to ensure a cohesive and responsive user experience, as well as smooth integration with the backend services, from initial architecture through to deployment.

Education

2019 – 2022

University of Economics, Prague (VŠE)

Bachelor's Degree, Information Technology

Focused on software development, web technologies, and information systems. Built a strong foundation in programming, databases, and agile methodologies.

Connect

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Languages

Native
Czech

B2
English

Locations

Based in
Prague, Czechia

Raised in
Ostrava, Czechia