CV

DIGITAL CONSULTANT, AND AGILE PROJECT MANAGER WITH AN IT BACKGROUND

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MARK KRAVINSKIY

ABOUT ME

Digital project manager with interest on all phrases of an IT project. Experienced in software engineering, UX design and business, I am an effective bridge between developers and management, who has previously helped companies like the PANiQ-ROOM, Bonnier Education, or Joe & The Juice, and acquired knowledge in all variety of fields needed and used for a project execution.

I strive to bring the best out of people by giving them responsibility, and allowing 3 in a box thinking methodology, beleiving creativity comes from collaboration and diversion. I am ambitious about my job, as forming new ideas with creative people around me is the way to a better future, and company structure.

I have a strong interest in topics both IT and non-IT, hence I bring a diverse mindset to the teams I am working with.

EXPERIENCES

The Business of Fashion - London, UK
Software Engineer, Scrum Master with UX development responsibilities
OCT. 2018 - NOW

The Business of Fashion is an essential, daily resource for the industry's biggest thinkers, providing them an extensive material to grow their business and network.

At The Business of Fashion, I work together with my team mainly focused on user acquisition, from the very initial stages, until development.

We collaborate closely with each other, and follow a daily scrum setup to ensure fast information flow.

Joe & The Juice - Copenhagen
Web Developer
FEB. 2018 - OCT. 2018

Coffee, juice and much more! How IT became so important in the every day operations of Joe & The Juice, one might ask.

Joe & The Juice is one of the few companies in the industry, that in early phases realised the essential of investing into IT systems, and instead of using third-party applications, working with harmonised, in-house developed basis for it's operations every day. Joe's system gives you an overview and a well structured report in real-time about all the sales, KPI-s, even filtered by individual shops, for all their locations.

At Joe, I actively worked together with other developers, and the CTO bringing this idea into reality.

Devology.io - Copenhagen
Co-Founder, Lead IT Project Manager
APR. 2017 - AUG. 2018

Devology.io is a Copenhagen-based web development firm. It's main focus/service is to develop quality-websites from cradle to grave. This includes activities such requirement analyses, market research, design, execution (programming) and a coherent testig procedure before launching.

At Devology.io I was the first-and last step communication 'platform' between the customers and developers. My tasks also included leading all our in-house projects.

Bonnier Education (Clio Online) - Copenhagen
Web Developer
JUN. 2017 - MAR 2018

Clio Online was founded on the idea that the world of teaching and learning was in need of new IT-based, innovative, creative and compelling learning materials for teachers to integrate into teaching, and for pupils to enjoy during class.

At Clio I was responsible for the development of their educational platform, with an active cross-team communicattion.

Kapio - Copenhagen
Web Developer
APR. 2016 - MAY 2017

With the KAPIO's simple user friendly interface, built-in quality control checkpoints and cloud-based data workflow, it enhances infield data capturing by mitigating the risk of construction site data uncertainty and loss.

At Kapio, I was one of the system's earliest developers building a framework that could essentially trigger a global change for the whole industry.

VisData - Budapest
Co-Founder, IT Project Manager
JAN. 2011 - FEB. 2015

The number one platform for renting Minecraft game-servers in Eastern Europe with over 3000 life time customers. This project was a perfect example of turning passion into a company.

At Visdata, I was responsible for the whole project, turning an idea into reality. It included software development, marketing, social media, customer support, and the list goes on. The project later has been acquired by a mayor player in the field, but the community still remembers it as the Number one Minecraft hosting ever existed.

FREELANCING

Throughout my journey, I have built an extensive customer network, which helped me to improve my time management skills. I reckon, one of my strongest skill is to be the bridge between the customers and the developers, and enable active communication between them.

Over the six years, I have been participating in around 30 projects fitting the description above.

PANIQ ROOM

The world's biggest live escape game franchise. Operating in five countries, USA, France, Sweden Germany and Hungary. I consulted for them in their IT projects, online marketing projects.

‹DΞVOLOGY›

My co-founded webstudio, with outsourced developers. I was fully responsible for all the IT projects coming in.

EDUCATION

KURT ACADEMY - ACADEMICAL STUDIES
2013 - 2017

Kurt is a private academy which follows non-ordinary teaching methodologies, enabling the students to be themselves, and succeed in their own interests. At Kurt I was studying different subjects, involving software development, maths, project management, economy, business and design.