Jack Adamczyk
Front End Developer | React • Vue • Three.js • WebGL
Columbus, GA | Open to Remote or Local Roles
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GitHub: https://github.com/Adamjackczyk
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Professional Summary
Front end developer skilled in React, Vue, and TypeScript with a focus on building responsive and accessible user interfaces. Experienced with Three.js and GLSL shaders for interactive 3D experiences. Proven ability to integrate APIs, optimize performance, and collaborate in Agile teams. Completed externship delivering a production kiosk application in partnership with the Electric City Aquarium and Reptile Den. Available for full time or contract roles immediately.

Technical Skills Languages: JavaScript, TypeScript, HTML, CSS, SQL
Frameworks and Libraries: React, Vue, Next.js, React Router, Three.js, Tailwind CSS, Vite
Tools: Git, GitHub, Storybook, Webpack, GitHub Actions, Figma, Postman, Jira
Specialties: Responsive Design, Accessibility WCAG, API Integration, Component Driven Development, Agile, CI CD

Experience

Frontend Developer Externship
TripleTen x Electric City Aquarium and Reptile Den – Remote
June 2025 to August 2025

- Built features for an interactive kiosk game using React, TypeScript, and Tailwind CSS that engaged Aquarium visitors

- Developed a responsive Start Page with background video, header, and layout

- Implemented inactivity detection and modal reset system to improve accessibility and usability

- Integrated multilingual support with i18n including a custom auto translation workflow for offline use

- Contributed reusable card and choice button components to speed up development

- Collaborated in Agile sprints using Jira and GitHub with code reviews and continuous deployment via GitHub Actions and AWS

Frontend Developer
TripleTen Software Engineering Program – Remote
February 2024 to December 2024

- Built modular responsive web apps using React and Tailwind CSS

- Integrated REST APIs and managed state with hooks and context

- Participated in Agile workflows, sprint retrospectives, and peer code reviews

Projects

Galaxy Shader Generator
Three.js and GLSL
Created a galaxy with over 500000 animated stars using custom vertex and fragment shaders with randomness, spin motion, and additive blending.
GitHub: https://github.com/Adamjackczyk/THREEjs-animated-galaxy
Video: https://www.linkedin.com/feed/update/urn:li:activity:7325507026585858048

WTWR Weather Wardrobe
React and OpenWeather API
Responsive app that recommends outfits based on real time weather data. Includes dark and light modes and full mobile optimization.
GitHub: https://github.com/Adamjackczyk/se_project_react

Education and Certifications
Software Engineering Certificate, TripleTen, 2024
Three.js Journey Certification, In Progress
BA in Game Development, Columbus State University, In Progress