



PROFILE INFO

Insightful software engineer with **4 years of commercial experience** and **more than 6 years of hands-on programming expertise**. I specialize in building reliable, scalable web applications by combining strong **frontend** skills (React, Angular) with solid **backend engineering** and modern **DevOps** practices. Passionate about **full-stack development** and **systems design**, I excel at integrating modern technologies with thoughtful architecture. Adaptive, detail-oriented, and committed to continuous learning, I bring fresh ideas and engineering discipline to every project. Let's build something extraordinary together!

ADRIAN TWOREK

SOFTWARE ENGINEER

TYPESCRIPT | PYTHON | GO

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Location

Szczecin, Poland



MY SKILLS

TECHNICAL

- TypeScript
- Next.js
- TailwindCSS
- Node.js
- Django / DRF
- PostgreSQL
- ORMs
- REST API
- Jest / Vitest
- Docker
- AWS
- React & Redux
- Angular
- Material UI
- Express / Nest
- FastAPI
- MongoDB
- Go
- GraphQL
- E2E Testing
- Nx
- Terraform

IN PROGRESS

- DevOps, CI/CD, Microservices

PERSONAL

- Team player
- Adaptive
- Problem solver
- Meticulous

LANGUAGES

Polish	Native
English	C1
Spanish	A2

EXPERIENCE

BACKEND / DEVOPS ENGINEER @ APPTIMIA

JUL 2025
PRESENT

Geospatial asset management platform designed to help organizations track and visualize assets on interactive maps, enabling smarter and location-aware decision making.

- Designed and implemented a robust Django REST Framework API with a clean architecture in mind.
- Integrated PostGIS for spatial data storage and retrieval.
- Utilized polymorphic relationships to support different asset types.
- Implemented comprehensive tree structure holding several data types.
- Integrated real-time workflows (tree events, chat messages, activity feed tracking).
- Built background processing with Celery and Redis for async workflows (e.g. AI image classification).
- Implemented a scalable tagging system for asset management - partially AI-driven.
- Integrated Google Maps API and MapLibre to provide accurate geocoding and interactive map visualization.
- Developed a comprehensive testing suite with factories for services and views to ensure the reliability and quality of the codebase (>98% coverage).
- Prepared Docker-first, production-ready development workflow for seamless deployment to AWS services.
- Managed infrastructure configuration using Terraform modules and multiple environments (testing, staging, production, customer-related).
- Automated CI/CD pipelines with GitHub Actions for automated integration testing and deployment.
- Collaborated on frontend development, integrating new features with backend APIs while ensuring code quality and performance, including making architectural decisions.

Technologies and tools: Python, UV, Django, Django REST Framework, PostGIS, Celery, Redis, Django Channels, CLIP/transformers, pytest, factory_boy, Docker, Caddy, Terraform, AWS, GitHub Actions, TypeScript, React, CSS Modules, Mantine, TanStack Query, MapLibre, Playwright

FULL-STACK / PYTHON DEVELOPER

@ APPTIMIA

NOV 2024 - JUN 2025

Quadruped Robot Dog

- Worked on the development of a threat detection system for a quadruped robot dog.
- Implemented 3D room mapping with point cloud processing and depth cameras.
- Developed a multi-threaded architecture for efficient data processing and real-time updates.
- Integrated AI models for object detection and tracking, enabling the robot to recognize and respond to threats in its environment.
- Established development workflow and networking infrastructure on Raspberry PI for seamless deployment and maintenance.

Technologies and tools: Python, UV, FastAPI, WebRTC, Linux, Raspberry PI, AI, YOLO, OpenAI, ultralytics, DepthAI, Go2 Unitree

AI-Powered Collaborative Memo Editor for Financial Analysts

- Designed and implemented a modular, section-based rich text editor using React and Tiptap with support for AI-assisted editing.
- Developed custom Tiptap extensions and NodeViews to enable collapsible sections, inline comments, suggestions and dynamic role-based interactions.
- Integrated real-time collaboration via Hocuspocus server, Yjs, Socket.IO and WebSocket protocol to support multi-user editing and awareness features.
- Engineered a flexible architecture that supports embedding the editor as a reusable and pluggable component across multiple projects.
- Configured a Vite library mode to expose editor source code as a package.
- Implemented end-to-end testing scenarios using Playwright to verify editor behavior, formatting tools, and cross-browser compatibility.
- Designed a data contract between Backend APIs and the editor component that was receiving callbacks.
- Utilized Git and GitLab CI/CD pipelines to automate linting, testing, building, and publishing of the editor as an npm package.
- Worked closely with designers and product owners to deliver an accessible and intuitive user experience for both technical and non-technical users.

Technologies and tools: JavaScript, React, Tiptap, Hocuspocus, Yjs, SCSS, Playwright, Node.js, Express, Socket.IO, Vite, Git, GitLab

REACT DEVELOPER

@ APPTIMIA

JAN 2023 - OCT 2024

Decarbonization-driven and innovative web application that empowers customers to create personalized and sustainable roadmap for a greener future.

- Set up and optimized Nx monorepo architecture, establishing clear module boundaries to enhance scalability, maintainability, and separation of concerns.
- Contributed to the development of software from the ground up, participating in the entire lifecycle from initial concept to final implementation, ensuring the solution was both innovative and sustainable.
- Translated Figma wireframes into responsive, pixel-perfect user interfaces, ensuring a seamless user experience across multiple devices.
- Collaborated closely with the backend team to integrate GraphQL APIs, focusing on efficient data fetching and state management.
- Actively monitored backend development to identify potential issues early, ensuring a smoother integration process once the UI components were developed and ready.
- Orchestrated application-wide state, ensuring consistent server data synchronization and efficient data flow across application.
- Implemented intricate form validations, ensuring robust data input and user-friendly interactions.

JUNIOR FRONTEND DEVELOPER

@ APPTIMIA

JUL 2022 - DEC 2022

- Led and executed code migrations and updates to ensure the project maintained modern standards and leveraged the latest technology advancements.
- Created and documented reusable UI components within the monorepo, streamlining development across multiple applications by extracting shared business logic into separate packages.
- Wrote comprehensive tests to ensure the reliability and quality of the codebase and conducted code reviews.

Technologies and tools: TypeScript, React, Tanstack Query, React Hook Form + Yup, Redux Toolkit, GraphQL, TailwindCSS, Jest, RTL, Cypress, Storybook, Git, Nx, Azure DevOps

Contributing to a Next.js project that allows you to sell fresh food anywhere you wish via kiosk.

Developing a no-code Bubble application aimed at assisting homeowners in planning and managing home renovation projects efficiently.

- Assisting senior colleagues in the development of a Next.js project, including implementing front-end features and resolving issues.
- Architecting a no-code Bubble application.
- Integrating various plugins and third-party services to enhance the functionality and user experience of the Bubble application for homeowners.

Technologies and tools: Next.js, React, TypeScript, JavaScript, Bubble.io, No-Code platforms

EDUCATION

OCT 2019 - FEB 2023

WEST POMERANIAN UNIVERSITY OF TECHNOLOGY, SZCZECIN

- Bachelor's degree - Information Systems Engineering