

TOMASZ J. WOLAK

A FRONT-END DEVELOPER

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PROFILE

I am a passionate and detail-oriented developer with a focus in front-end technologies, complemented by proficiency in back-end development. I am dedicated to crafting user-friendly, responsive and visually captivating web, desktop and mobile applications. My fascination with technology, particularly computers, ignited my coding journey from an early age, honing my problem-solving abilities. Having successfully completed a front-line development bootcamp, I am now eager to embark on a challenging role that will further refine my full-stack skill and contribute to meaningful projects.

SKILLS

- **Programming Languages:** Proficient in **JavaScript**, **TypeScript** and **C#**. Extensive experience in writing clean, maintainable code using both **functional** and **object-oriented programming paradigms** while adhering to the **DRY** (Don't Repeat Yourself) principle.
- **Front-end development:** Skilled in building **web**, **desktop** and **mobile applications**. Proficient in using **vanilla JavaScript** as well as **modern libraries** and **frameworks** such as **React**, **Next.js** to deliver meticulous, and **responsive** applications. Capable of creating responsive and **visually appealing UIs** with expertise in **vanilla CSS**, **Tailwind** and **Bootstrap**. Experience in developing mobile apps with **React Native**, desktop applications with **Electron** and immersive 3D websites with **Three.JS**.
- **Back-end development:** Proficient in creating **server-side** applications using **Node.js** and **Express.js**. Experienced in working with databases like **MongoDB** to manage and display data on the front end.
- **Testing:** Proficient in using **JEST** software for comprehensive testing of applications, ensuring that all features are thoroughly tested before release.
- **Version Control:** Proficient in using **Git** and **Github** for version control, enabling responsible **codebase maintenance** and **collaboration** with other developers.

TOOLSET

JavaScript, TypeScript, C#, HTML, CSS, Tailwind, Bootstrap 5, JQuery, React, Next.js, Node.js, Express.js, MongoDB, Vite, React Native, Electron, Three.js.

CERTIFICATES

Responsive Web Design, JavaScript Algorithms and Data Structure, Front-end Development Libraries, Relational Database Certification, Back End Development and APIs, Information Security

EDUCATION

- **UNIVERSITY OF HULL** 2018–2021

BSc Computer Science for Games Development (CertHe)

- **JOHN LEGGOTT COLLEGE** 2014–2017

BTEC IT Level 3 (Distinction *), BTEC Business Studies Level 3 (Distinction *), Use of Maths (B), Cambridge IGCSE English (B)

PROJECTS

- **Save On Used Cars** - A dynamic car dealership website built with HTML, vanilla JavaScript and vanilla CSS.

Developed a fully functional client-side website based on local dealership's redesign, featuring FetchAPI, JSON data, local storage, query parameters and ES6 modules.

- **Calocalculator** - A calorie calculator app developed using React and styled with Tailwind CSS

Designed and implemented a client-side web application for tracking daily calorie intake and expenditure. Utilised fetchAPI, local storage, Restful APIs.

- **Roll For Initiative** - A comprehensive DnD (Dungeon & Dragons) encounter simulator.

I Created a versatile tool for Dungeon Masters to manage ongoing battles in DnD campaigns. Leveraged the power of the MERN stack alongside Tailwind CSS for a polished user interface, build user authentication, user profiles and chat feature.

- **Tuber** - An ambitious full-stack YouTube clone, developed with the MERN stack and enhanced with Tailwind CSS.

Build an app that replicates key features of YouTube, including fetching video uploads, user authentication and profiles, social interactions including commenting, liking and sharing of videos.

- **Space Miner** - A captivating game set in the world of asteroid mining, developed using HTML, vanilla JavaScript and CSS.

Implemented game mechanics, physics and intuitive UI, rendering on canvas, all written using object oriented paradigm, ensuring maintainability and future expandability.

WORKING EXPERIENCE

- **General Operator // IAC Group LTD, Scunthorpe**

Nov 2022 - June 2023

I was working as a part of a team, in a fast paced environment where I was expected to oversee the manufacture and quality of components while ensuring that the safety standards were adhered to, often under high volume and under pressure.

- **General Operative // Golden Wonders, Scunthorpe**

May 2022 - Aug 2022

I have been working in the food industry, overseeing the manufacture and packaging of food products, while adhering to strict quality standards and maintaining the clean environment and hygiene necessary when working with food products. I was always making sure that safety protocols are followed throughout and my time was being managed to ensure the quota was met.