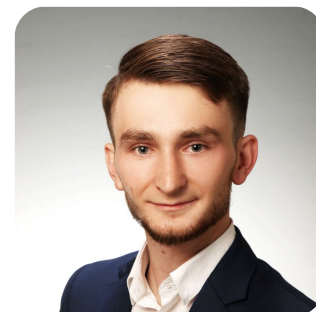


Przemysław Zalewski

Full Stack Web Developer from Wrocław, Poland. My daily toolbox includes JavaScript, React, node.js, C#, and .NET.

I am fully committed to what I do, I am experienced with the full product lifecycle and I lead projects and teams to achieve their goals. I am product-focused, and I deliver. I love clean code, functional programming and participate in code reviews heavily. New challenges and opportunities are what I am looking for.

Earliest availability from June 2021. Remote work preferred.



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GITHUB (PERSONAL)	github.com/Ciunkos
GITHUB (WORK)	github.com/przemyslawzalewski
STACKOVERFLOW	stackoverflow.com/users/1384679

Education and work experience

In 2014 I have earned a **Bachelor of Science** degree in **Computer Science** at the **Faculty of Computer Science and Management of Wrocław University of Science and Technology**.

Commercial work

July 2017 - present

Sandstream Development sp. z o.o. · Senior Full Stack Web Developer · JS, React, node.js, C#

2012 - July 2017

Self-employment · 25+ apps, 3 million+ downloads · C#, XAML, ASP.NET

September - October 2014

LOSO sp. z o.o. · RatingSpeed · Windows Phone app · C#, XAML

August - September 2014

IT4Biznes Marcin Hatalak · Fast-coffee · Windows Phone app · C#, XAML

February - March 2013

Cube Investments sp. z o.o. · Kwejk.pl · Windows Phone app · C#, XAML

Job paths

Since 2017

Full Stack Web Developer · JavaScript

2012 - 2017

Windows App Developer · C#

Before 2012

Game Developer · C++, C#

Skills

Web

JavaScript · TypeScript · React · node.js · Redux · Redux Thunk · HTML · CSS · Sass · Responsive design · Express.js · Jest · HTTP(S) · REST
WebSockets · JWT · Server-side rendering · Electron · React Native · Expo · npm · Webpack · Babel · Rollup · ESLint · Prettier · Chrome DevTools
Web security · puppeteer · nginx · MongoDB · Redis · WebGL · three.js

Windows

C# · XAML · .NET Framework · .NET Core · ASP.NET · ASP.NET Core · LINQ · Entity Framework · MS SQL · MySQL · IIS · xUnit

Tools and soft skills

Git · GitHub · GitLab · Jira · Docker · Docker Compose · CI/CD · Jenkins · GitHub Actions · AWS · Google Analytics · CloudFlare · Visual Studio Code
Visual Studio · Unit testing · End-to-end testing · Scrum · Scrum Master · Agile · Code review · Mentorship

Languages

English (B2) · Polish (native) · JavaScript · C# · TypeScript · C++ · Haskell

Projects

Undisclosed

July 2017 - present

Web application for rendering, manipulation, and storage of 3D scans from profilometers, AFMs, and other 3D microscopes. A bespoke solution for a leading company that manufactures profilometry devices and is focused on thin-film measurements.

My responsibilities

I was responsible for full-stack software development using a modern React-based frontend with C# powered backend services to provide a web-based app that allows 3D image visualization and processing. During this project, I have learned how to work with an on-site and remote team to deliver a great product that satisfies client's and users' needs. I had gained experience with git workflow and collaboration with other developers. I had been performing code reviews and delivered high-quality code. I had also been responsible for the integration of external libraries and close cooperation with the APIs provider, which often resulted in a need for providing detailed bug reports and test cases. I've been continuously focused on providing great user experience, performance, and security, which is why I have brought in many useful solutions like visual regression detection toolkit, secret leakage prevention and configured and optimized the build process to yield the optimal bundle and improve the development experience.

Validator

November 2019 - December 2019

Mobile app to help users capture perfect photos for ID documents. The app was submitted to the Polish government competition, GovTech, and scored 5th place.

My responsibilities

I was responsible for leading a small team to deliver a fully functional app that meets the competition's requirements within a tight deadline. I have incorporated AI-based solutions and libraries to tackle the problem with near-real-time performance in mind. I have integrated React-based frontend with native Kotlin-based Android app that ran bare-metal models for extended performance on mobile, while still being able to run the app entirely on the web, fully offline. I have implemented a complex image detection and processing pipeline using face-api.js, OpenCV, TensorFlow, and custom functions. To achieve proper results, I have provided an extensive test suite, debug and visualization tools, and gathered a huge set of samples. Finally, I wrote a submission paper with a detailed report and documentation.

Sandtime.io

January 2019 - present

In-house multiplatform SaaS time tracking system to improve workflows of creative people. With automatic time tracking and integrations, it makes all the parties involved in projects credible and accountable.

My responsibilities

I was responsible for leading the project starting from creating the project vision, defining the microservices-based architecture powered by Docker containers, then by delivery of an MVP and continuous development of new features. During this project, I have also been performing a Scrum Master role and helped my teammates to deliver the desired product that meets users' and stakeholders' needs. I was responsible for setting up continuous integration, delivery, and deployment to shorten iteration and delivery cycles. I have introduced an end-to-end testing solution to maintain high quality and reduce risks of broken deployments. I have managed to get the app to multiple platforms and app stores (Windows, macOS, Linux, Windows Store, Mac App Store, Chrome Extension, Android, iOS) by using cross-platform tools like Electron and React Native. I was responsible for the external payment system integration and setting up a subscription model.

std

October 2019 - August 2020

Modern library of statically-typed modular functions for daily use in JavaScript and TypeScript projects. It served as a place to sharpen my TypeScript skills. Extensively used across the company's projects.

My responsibilities

I was responsible for providing a library to reduce code duplication across the company's repositories. I have defined module boundaries and extracted a huge chunk of utility functions to be strongly typed and included within the library. I wrote hundreds of TypeScript functions and I have covered them with tests to attain full coverage. I have been responsible for the package releases on npm and related chores. I have been performing code reviews to make sure the shared code is of high quality. With the custom static site generation toolkit, I have provided searchable and interactive documentation.

Interests and future goals

My interests

Functional programming, language design, deep neural networks, UX, app development, DX, security, performance, user interface design, dogs 🐕.

My goals

Join a team of highly-skilled and experienced people, improve my spoken English, sharpen my TypeScript skills, set up a Kubernetes cluster.

Wyrażam zgodę na przetwarzanie moich danych osobowych dla potrzeb niezbędnych do realizacji procesu rekrutacji (zgodnie z Ustawą z dnia 29.08.1997 roku o Ochronie Danych Osobowych; tekst jednolity: Dz. U. 2016 r. poz. 922).