Przemysław Zalewski

Full Stack Web Developer from Wroclaw, Poland. My daily toolbox includes JavaScript, TypeScript, 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 I participate in code reviews heavily. New challenges and opportunities are what I am looking for.

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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 **Wroclaw 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

Tech

JavaScript · TypeScript · C# · React · node.js · Redux · React Native · HTML · CSS · Sass · styled-components · Jest · Express.js · Hapi.js · HTTP(S) · REST · WebSockets · JWT · Server-side rendering · Electron · Expo · npm · yarn · Webpack · Babel · Rollup · ESLint · Prettier · Chrome DevTools · Web security · puppeteer · nginx · MongoDB · Redis · WebGL · three.js · .NET · LINQ · Entity Framework · MS SQL

Tools and soft skills

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

Projects

Back Office Task Management System
PGS Software S.A. for undisclosed client

June 2022 - August 2022

I joined the project with a vision to lead my team in the journey of delivering the most business value while maintaining the best quality of the code and systems. I supported transition into CI/CD/CD workflows. I brought a massively refreshed UI. The changes resulted in great user feedback and a continuous reduction of errors and time waste.

I was responsible for the technical leadership of a team of 4 developers while also performing active development of features. My day-to-day work included bringing improvements to existing systems and swift communication within the team and across the organization. Through active and deep code review participation, I encouraged my fellow team members to follow best practices and reduce technical debt. I led many fruitful discussions and technical meetings to align on common team values. I steered the development into a data-driven and short-feedback loop and maintained the backlog and sprint plans. I have undergone massive decoupling and simplification efforts to keep the repositories maintainable. By keeping a tight eye on security and correctness, I enforced strict auth, improved observability, and logging. I participated in the cloud cost reduction process by aligning the resource usage for deployments and optimizing for performance.

Ads and Ancillaries
PGS Software S.A. for Omio

July 2021 - May 2022

I worked closely with other developers, product managers, designers, and stakeholders to deliver the best ad experience and coverage across multiple touchpoints and platforms (web, mobile apps, email). I delivered new features while making huge improvements to existing code and processes. Even when my role was mainly on the frontend, I was always happy to jump in and get my hands dirty with server-side code or initially unfamiliar areas such as native code in mobile apps.

I was responsible for bringing the requested features to life, actively participating in the full life cycles from idea and design discussion to implementation, A/B testing, monitoring, and continuous improvement. I consistently got rid of technology debt, improved performance and kept services and features secure and up to date. I loved doing quick, deep, and helpful code reviews. I was always there when any help was needed. During this project, I actively participated in regular meetings and cross-team technical groups to share and disseminate knowledge. I maintained close collaboration with my colleagues during joint programming sessions in pairs and larger groups.

Undisclosed
Sandstream Development sp. z o.o. for undisclosed client

July 2017 - June 2021

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.

I was responsible for full-stack software development using a React-based frontend with a C# backend 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 useful solutions like visual regression detection toolkit, secret leakage prevention, and optimized the build process to yield the optimal bundle and improve development experience.

Sandtime.io
Sandstream Development sp. z o.o.

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.

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.