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 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

Languages

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

Tech

React · React Native · node.js · Redux · HTML · CSS · Sass · Jest · Express.js · Hapi.js · HTTP(S) · REST · WebSockets · JWT
Server-side rendering · Electron · React Native · 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

Ads and Ancillaries
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.

Client: **PGS Software S.A. for Omio**

My responsibilities
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
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.

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.

Sandtime.io
January 2019 - June 2021

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.

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.