Przemysław Zalewski

Full Stack Web Developer from Wroclaw, Poland.
Currently working for **Sandstream Development sp. z o.o.**
Earliest availability from June 2021. Remote work preferred.

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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 **Wroclaw University of Science and Technology**.

Commercial work

July 2017 - present
Sandstream Development sp. z o.o. · Full Stack Web Developer · JS, React, node.js, C#, .NET Core

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 (ES6+) · TypeScript · React · node.js · Redux · Redux Thunk · Immutable.js · HTML · CSS · Sass · Flexbox · Grid · Responsive design
Express.js · HTTP(S) · REST · WebSockets · JWT · Server-side rendering · Electron · React Native · Expo · npm · Webpack · Babel · Rollup · ESLint
Prettier · Chrome DevTools · Web security · Jest · puppeteer · nginx · MongoDB · redis · WebGL · three.js

Windows

C# · XAML · .NET Framework · .NET Core · ASP.NET · ASP.NET Core · LINQ · Entity Framework · MS SQL · IIS · xUnit · Windows Phone
Windows Store · Microsoft Azure · MVVM

Tools and soft skills

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

Languages

English (B2) · Polish (native) · JavaScript (ES6+) · 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. The project scored 5th place out of more than 50 submissions.

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 the 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 and written English, sharpen my TypeScript skills, set up a Kubernetes cluster.