

Jeffrey Polasz

519-277-5337 | jeff_polasz@hotmail.com | jeffpolasz.com | github.com/DigitalEpidemic

Skills

Languages: C#, JavaScript, TypeScript, HTML, CSS, Java, Ruby, PHP, Python, C++, SQL

Frameworks/Libraries: React, Vite, React Native, TypeORM, .NET Core, Entity Framework, Tailwind, Node, Electron, Laravel, Ruby on Rails, Jest, Vitest, Playwright, React Testing Library, Vue, Redux, Unity, Unreal Engine

Tools: Docker, SQL Server, PostgreSQL, Xcode, GitHub Actions, JIRA, Confluence, Azure, Firebase, WordPress, Git, Postman, Figma, Adobe Photoshop & Illustrator

Experience

Developer, Vehikl – Waterloo, ON

Sep 2020 – Present

- Optimized .NET Core project's CI pipeline by splitting long running jobs into several smaller parallel jobs, reducing total CI runtime by 50%
- Created a GitHub PR Slack bot that combines all 5 of our project's repositories' open and unreviewed PRs into an organized and scheduled message that gets posted every morning, helping streamline morning standups
- Implemented a pull request code coverage analysis job that detects if overall coverage has increased or decreased for any open PR on 5 separate projects, improving overall test coverage and reducing regressions
- Optimized React project's CI pipeline and test runtime and output by removing 30k lines of output warnings and errors, reducing total CI runtime by 33%

Unity Game Developer, Adknown – Guelph, ON

May 2019 – Sep 2020

- Designed, developed, and published 21 mobile games on both the Google Play Store and AppStore in 9-day development cycles
- Built a reusable ad and mission reward system template, improving player retention and reducing integration time across new games
- Optimized development cycles by creating a standardized process for adding polish to every game, improving the overall look and feel of all our published games
- Refactored and updated legacy games to comply with AdMob, Google Play, AppStore, and company standards

Web Developer & Graphic Designer, Freelance – Cambridge, ON

Jun 2013 – May 2019

- Developed and maintained 10+ websites for local businesses and start-ups using WordPress and custom solutions
- Designed a wide variety of logos, comics, tattoos, and graphics for several businesses

Projects

AI Voice Translator | Electron, TypeScript, React, Chakra UI

github.com/DigitalEpidemic/ai-voice-translator

- Developed an Electron application that uses AI voice synthesis and transcription to translate your actual voice or a predefined voice into 32 different languages while providing transcriptions and translations for all languages
- Built to help me communicate more clearly with my non-English-speaking family and friends

Retro Tool | TypeScript, React, Firebase, Tailwind

retro-tool.netlify.app

- Developed a real-time collaborative retrospective tool for team feedback and insights with drag-and-drop functionality that allows you to export everything to Markdown
- Built for my team to reflect, prioritize action items, and track project feedback on a weekly basis

PowerCalc | TypeScript, React Native

- Developed a powerlifting mobile application that calculates which plates to add to each side of the barbell, calculates powerlifting-specific formulas to compare strength of lifters with different body weights, and unit conversions
- Built to optimize my gym routine while training for powerlifting provincials, centrals, and nationals

Education

Western University – Major in Computer Science, Minor in Game Development

Sep 2015 - Jan 2018