UK, Reading, RG30

+44 740 475 0836

dominik.bahrynowski@gmail.com

Dominik Bahrynowski

TECHNICAL SKILLS

➔ Programming languages: **Javascript**, **Java, Python** and **C++**
➔ Front End: **Vue.js**, **React**, **JQuery**, **PHP, D3**, **Bootstrap, HTML5**, **CSS3, SASS** and **SCSS,**
➔ Back End: **Node.js, Express**, **LAMP/WAMP stack**, **Laravel, Rest, WS**
➔ Database management systems: **MySql**, **SQLite**, **NoSQL**, **MS SQL**, **Ingress**, **MariaDB, Firebase**
➔ Other: Hardware configuration and troubleshooting, Server administration, **Photoshop**, **Batch** and **PS** scripting on Windows, **bash** on Linux distributions, version control; **GIT** or **SVN**, **CMS** such as **wordpress** and **drupal**, Big Data management; **MapReduce** and **Spark**, cloud hosting; **Heroku**

NON-TECHNICAL SKILLS

➔ Fluent in **Polish** and **English**, moderate knowledge of Czech and Croatian.
➔ Good grasp of Agile development and Agile methodologies. I have experience with **Jira** and **Slack**.
➔ I enjoy being challenged and overcoming those challenges.

WORK EXPERIENCE

Independent Contractor/Freelance Software Engineer   2020

➔ My first major contract was in early 2020, I implemented a series of features primarily related to data management into an application for managing clinics on a platform made up of JS, a proprietary PHP framework as well as doing various tasks with a MariaDB database handling various sensitive data.
➔ My second major contract was during summer, I worked on finishing a web application for warehouse management, on a platform made from vanilla PHP, Bootstrap, Jquery as well as a MySQL database. My contribution was primarily working with various methods of data management and interacting with RESTful APIs.
➔ I've also worked on a few smaller freelance project, most notably a Python application using Spark for parsing data efficiently, a RESTful API in Node.js and a custom Java application for sending and retrieving files from a server through sockets, as well as some other minor projects.

McAfee - Software Engineer Intern   Q1 - Q4 2019

➔ I created and deployed images and set up various servers for testing automation.
➔ I developed a front end JavaScript application that generated data for test runs and sent them to a server.
➔ I also developed a Node.js server that would accept the data from my front end application, turn them into scripts that would be used to start test runs.
➔ I wrote a range of Bash/PowerShell scripts to automate various tasks related to creating test images and test runs.
➔ I was part of a very agile environment, with multiple stand-ups per week as well as extensive use of tools such Jira and SVN, thus learning a lot about how to work as part of a team.

PROJECTS

CIT Final Year Project - Web based Multiplayer game   *2018 - 2019*

Technology stack: **JS**, **HTML5**, **CSS**, **JQuery**, **Node.js**, **WebSockets**, **Ajax**, **D3**, **SQLite**, **TopoJson**

➔ As part of my thesis project I developed a turn based multiplayer game conceptually similar to the boardgame Risk.
➔ The front end had a map of intractable map with tiles for provinces generated with D3 and an interface with data visualization.
➔ The back end was written in node, i've used websockets to allow asynchronous state communication between the multiple clients and the server. The server handled most of the game logic and turn controls.
➔ Throughout the project I've made regular commits to this project's github repository. I've also written a thesis as part of documenting this project.

Testing automation application
2018

Technology stack: **JS**, **HTML5**, **CSS3**, **JQuery**, **Node.js**, **Ajax**, **REST**, **PowerShell**

➔ The application consisted of a front end that would allow the user to create a testing run using the information provided by the back end.
➔ The backend communicated both with an internal file server that contained information about the various programs used for the tests, as well as pulling information about clients from the testing environment.
➔ The application was also made to allow for future expansion for the purpose of running powershell and batch files on the server for more streamlining of the testing process.

EDUCATION

Web Development (BSc Honours)

Cork Institute of Technology   *09/2015 - 10/2019*

Result: Second Class Honours

INTERESTS

➔ I took part in various charity events for animal rights, such as taking part in a few protests against dog cruelty in Cork.
➔ I volunteered for the 2019 CIT Open Data Hackathon, a 12 hour programming event.
➔ I am pretty passionate about dogs.
➔ I am something of a serious history enthusiast, I also take part in organised historical reenactment as part of the group "Historia Normannis".
➔ Drawing, photography and photo editing.
➔ I enjoy cycling. I also do some more uncommon sports such as hiking or skiing.
➔ I am an avid reader of fiction, fantasy and history books. My favourite author is Terry Pratchett.
➔ Model Building is another hobby of mine, I like it because it's something that lets me use my more artistic and creative side.
➔ Airsoft, a few years ago I took part in a big charity event called "make your mark on cancer" in Ireland that raised almost 2 thousand euro.

Personal website: dominiksdevelopment.netlify.app

LinkedIn Profile: www.linkedin.com/in/dominik-bahrynowski

Github Profile: https://github.com/EternalDog