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Dominik Bahrynowski

TECHNICAL SKILLS

➜ Programming languages: **Javascript**, **Java, Python** and **C++**
➜ Front End: **HTML5**, **CSS3**, **PHP, Vue.js**, **Angular**, **JQuery, D3**, **Bootstrap, 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 at teamwork and cooperating with others. I generally get along well with others.
➜ Good grasp of Agile development and Agile methodologies. I have experience with **Jira** and **Slack**.
➜ I am very adaptive when I find myself in new environments or situations.
➜ I enjoy being challenged and overcoming those challenges.

WORK EXPERIENCE

McAfee - Software Engineer Intern   Q1 - Q4 2018

➜ My primary responsibility involved testing automation, I created and deployed images for testing and set up various servers.
➜ I developed a JavaScript application that enabled the automated configuration of testing images through the use JSON config files detailing information about the desired software stack as well as client details associated with the testing environment, as well as a Python application that parsed test results into something readable.
➜ Also developed a range of PowerShell scripts to automate various imaging tasks, such as editing registry or installing software, as well as aiding in the development of other applications.

Contractor/Freelance Software Engineer   2020

➜ My first major contract was from February to mid-March of this year, 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 from June to early July, I worked on finishing a web application for managing warehouse stock/items, 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.

PROJECTS

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.

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

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

➔ For my entire final year of the degree I have worked on developing a web based multiplayer game, something similar to the board game Risk.
➔ The front end displayed a generated set of tiles in the shape of Britain and its counties that the players could move on and interact with.
➔ The back end was written in node, ive primarily used websockets to allow communication between the multiple clients and the server. This was done by having each client and the server keep track of their current state, and communicating that with the server.
➔ 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.

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 would probably 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.

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