

# Jakub Chamera

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Proven proactive software engineer with a passion for clean, sustainable, and efficient coding practices. An individual who eagerly throws himself at challenges and thrives in an environment where challenges and problems are plentiful. Excited to use his strongest tools but equally as eager to explore the unknown by seeking fresh solutions and the chance to expand his knowledge. Keen attention to detail for identifying improvements and fueled with a desire to deliver at the highest quality.

## Experience

### Software Engineer at Capgemini

September 2022 - Present

Working in a small team developing secure API-led systems, and responsible for all the development and deployment aspects of the project, including:

- Designing, developing and improving all the processes, tooling, and the final product,
- Setting and upholding a high standard of documentation, coding standards, and encouraging pair programming,
- Delivering non-functional requirements, including performance, data integrity, alerting, and monitoring,
- Conducting the deployment of the product across 4 environments including production.

In this role I am creating microservices from the ground up and taking full advantage of automated testing and deployment pipelines. High availability, scalability, and zero data loss are priorities for the project, and our deployments have a proven capability of 12+ million daily users. The main tech stack includes Java, Spring Boot, Kubernetes, Docker, GitLab CI, RabbitMQ, Amazon S3, and Oracle RDS. Confluence was used to help organise documentation, including the onboarding, coding standards compliance, and component design documents which I created and maintained to ensure knowledge transparency. Jira was our task management tool and helped me coordinate our 2-week sprints and Scrum rituals.

I frequently contribute to the engineering community by partaking in 'Code Dojo' sessions which are aimed at supporting individuals who are looking to either enhance their existing coding skills or are eager to learn how to code. I like to keep these sessions fun and engaging by having the problems we solve be fun and adaptable to a wide variety of difficulties, including optional challenges for the brave!

### IT Support Analyst at Leicestershire Police Force

July 2020 - April 2022

Throughout the pandemic I worked within a fast-paced and in-person environment to deliver and maintain technology used by the officers and staff of Leicestershire. I onboarded, trained, and coached colleagues to equip them with transferrable technical skills. I held a crucial role in projects across the force to migrate old public sector systems and hardware to newer compliant versions. I worked closely with Solution Architects to implement, test, and deploy a new Windows OS build for thousands of devices across the organisation. I frequently provided both in-person and online support of hardware and software issues to employees across all of Leicestershire whilst managing ongoing project demand. I was frequently praised for my ability to communicate technical detail to less technical individuals, which was highly valued by our clients.

## Skills & Abilities

Software Engineering / Verbal & Written Communication / Agile Management and Practices / Java / Spring Boot / Microservices / Ruby / Rails / C# / Scala / GitLab / Docker / Kubernetes / Git / Linux / HTML / CSS / APIs / JavaScript / React / NextJS / AWS / Azure / Infrastructure / DevOps / Company Culture / Full Stack Development / Coaching / Stakeholder & Partner Management

## Education

### De Montfort University

2018-22 | BSc Computer Science with Placement - First Class Honours

Placement year undertaken with the Leicestershire Police Force. Final year project was a full-stack web application with a Java Spring Boot back-end and a Thymeleaf/JavaScript front-end. More information in the project section below.

### Stamford College

2016-18 | Extended Diploma, IT – D\*D\*D

## Qualifications

- AWS Certified Cloud Practitioner
- Azure AI Engineer Associate
- Azure Virtual Desktop Specialist
- Azure Fundamentals
- Azure AI Fundamentals
- Azure Security, Compliance, and Identity Fundamentals
- Azure Data Fundamentals
- Clean UK driving license

## Projects

### 2022 - CURRENT | JAVA MICROSERVICES & APIS

In a small team of two engineers, I have been developing a highly available and scalable platform for a system serving over 10 million users in the UK.

**Java | Spring Boot | JUnit | Kubernetes | Docker | GitLab CI | Helm Templating | JUnit | Git | RabbitMQ | System/Integration/Performance/Automated Testing | Maven | Jira | Confluence**

## 2022-23 | WEB-APP MODERNISATION AND CLOUD MIGRATION

In the role of lead web-app engineer, I engineered the modernisation of a legacy Java web-app from Java 8 to 11 and thereafter delivered a proof of concept for its migration into AWS cloud. The system was overhauled to work with modern cloud-native architecture, run on a modern server, and a newer version of SAS (analytical data platform). As the lead on the web-app I had the added responsibility of coordinating with the Architect and SAS teams to prove the complete integration of the front and back-end components, which included coaching engineers on the product. I led the discovery phases, defined the working standards, and was faced with unique daily challenges that I solved head-on.

**Java | Tomcat | WebLogic | GitLab | AWS | Full Stack Development | Jira | Confluence**

## 2023 | INTERACTIVE 3D WEB-FOLIO

An interactive 3D portfolio website leveraging the power of modern web development technologies. Made with performance optimisation, simplicity, and accessibility in mind.

Check it out at [www.jakubchamera.com](http://www.jakubchamera.com)

**React | NextJS | ThreeJS | Tailwind CSS | Accessibility | Full Stack Development | Trello | GitHub**

## 2022 - CURRENT | RPG DUNGEON CRAWLER

A top-down role-playing game (RPG) designed and developed in a small team. Built using the Unity game engine and its native language C#. Featuring procedural room generation, dynamic combat, enemy pathfinding, visual progression, and handmade pixel art.

**C# | Aseprite | Unity | Trello | GitHub**

## 2022 | ACADEMIC SOCIAL MEDIA PLATFORM

UNItY, a web platform developed to help academics get through the difficulties of the pandemic by bringing them together in a new world of virtual learning. Users have the ability to add friends, start private chats, post to the feed, orchestrate groups, interact with other group members in private spaces, and more. Tech stack comprises of Java, Spring Boot, MySQL for the back-end and HTML5, CSS3, JavaScript, and Thymeleaf for the front-end. Developed with security by design principles, the app includes session management, admin management interfaces, and role-based access.

**Java | Spring Boot | Rest API | MySQL | Thymeleaf | Maven | Full Stack Development | Security | Trello | GitHub**

## Activities and Interests

- Outdoor adventuring such as hiking, cycling, swimming, ice skating, and generally spending time in nature.
- Frequent attendee of the local board and tabletop games club.
- Avid 'Magic: The Gathering' and 'Yu-Gi-Oh' card game player.
- Casual electric guitar player with love for live music.
- Video games, some recent favourites include 'Life is Strange', 'The Last of Us', and both 'Final Fantasy' 10 and 16.
- Proud tropical fish and cat dad!