Jakub Chamera

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Proven proactive software engineer with a passion for clean, sustainable, and efficient code. 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 fuelled with a desire to deliver a customer-centric experience of the highest quality.

Experience

Software Engineer - Capgemini   **September 2022 - Present**

Leading the design and development of a bespoke AI-driven accelerator tool which leverages the power of large language models (LLMs) to convert and revive old code. The Python tool I am developing and training assists in the conversion of abandoned legacy code into more maintainable and modern Java 21. The tool makes the conversion of unmaintainable systems possible, and does so with a significant cost saving when compared to an entirely manual approach. When previously a modernisation effort would be deemed infeasible, the tool is helping developers make it possible. I own all technical aspects of the tool and I am actively working on expanding it's capabilities further.

Developed secure REST API microservices throughout the project development lifecycle. As the lead Java developer, I designed, developed, and perfected our microservices from the ground up, and collaborated with colleagues to establish our infrastructure. With a passion for sustainable code, I set a high standard for documentation and coding standards, and encouraged pair programming amongst peers to promote consistent knowledge sharing. I also set the agile working guidelines for our team and ensured that Agile was being used in a way that empowered rather than hindered our developers. Utilising a combination of Kubernetes, RabbitMQ, Grafana, Helm, and Prometheus, I ensured that our client's expectations for their non-functional requirements (performance, data integrity, monitoring, alerting, high availability, scalability, and zero data loss) were exceeded. I conducted the containerisation and deployment of all our microservices into Kubernetes across 4 environments and 2 clusters including production. Embracing my passion for automation, I created and managed our testing and deployment pipelines utilising GitLab CI. At the project's conclusion, I fulfilled a seamless live service handover of our product to a third-party, facilitating multiple knowledge transfer sessions and an overview of documentation.

I truly enjoy assisting others to start their journey in tech and cherish being able to help others to learn and grow. I frequently contribute to our engineering communities by leading 'Code Dojo' sessions which are aimed at supporting individuals who are looking to enhance their existing coding skills or are starting out and coding their first 'hello world'. These sessions are safe spaces, and the problems we solve are fun and adaptable to a wide variety of difficulties, even including optional challenges for the brave.

IT Support Analyst - 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 provided in-person and online support of hardware and software issues to employees across Leicestershire whilst managing 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

Leader, Teacher & Team Player / Agile Working / Stakeholder & Partner Management / Full Stack Development / Microservices / DevOps / REST API / LLM Training & Integration / Java 8,11,17,21 / Spring Boot / Python / Ruby / Rails / C# / Scala / SQL / NoSQL / JavaScript / React / NextJS / HTML / CSS / RabbitMQ / Docker / Kubernetes / AWS / Azure / Git / CICD / GitLab / GitHub / Linux

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, Thymeleaf/JavaScript front-end, and MySQL database.

Stamford College   2016-18 | Extended Diploma, IT – D*D*D

Qualifications

- Certified Kubernetes Application Developer
- AWS Certified Cloud Practitioner
- Azure AI Engineer Associate
- Azure Virtual Desktop Specialist
- Clean UK Driving License

- Azure Fundamentals
- Azure AI Fundamentals
- Azure Security, Compliance, and Identity Fundamentals
- Azure Data Fundamentals

Professional Projects

2025 – CURRENT | AI POWERED - CODE MODERNISATION TOOL

Leading the design and development of a bespoke tool which converts legacy code into modern Java with the use of Gen AI. Training large language models to enable the conversion of unsupported programming languages into modern code. The tool is written in Python connects to our LLM deployments in Azure using LangChain. As the lead developer, I am responsible for all aspects of the project such as the tool's features, LLM training, bug fixes, and documentation.

Python | LangChain | Java 21 | Spring Boot | Oracle | Azure OpenAI | Modernisation | LLMs | Innovation | Docker | Git | Unit, Component, Integration, End-to-end Testing | Maven | Copilot

2022 – 2025 | JAVA MICROSERVICES & APIS

I collaborated closely with a large client to develop and deploy highly available, scalable, and performant Java Spring Boot microservices in the form of APIs and data processors. Currently serving 10+ million daily users in the UK.

Java 21 | Spring Boot | JUnit | Kubernetes | Docker | GitLab CI | Helm Templating | JUnit | Git | RabbitMQ | Unit, Component, Integration, Performance, End-to-end & Automated Testing | Maven | Jira | Confluence | AWS | S3

2022-23 | WEB-APP MODERNISATION AND CLOUD MIGRATION

In the role of lead web-application engineer, I engineered the modernisation of a legacy Java web-app from Java 8 to 11 and delivered a proof of concept for its migration to AWS. The system was overhauled to work with modern cloud architecture, run on a modern application server, and a newer version of SAS (programming language). I took part in the discovery phases, defined working standards, and saw the project through to completion. I coordinated with the Architects and SAS dev teams to develop and prove the integration of the full-stack components. I onboarded engineers of varying experience onto the team, and coached each one on the project's scope and technical detail.

Java 8/11 | Tomcat | WebLogic | GitLab | AWS | Full Stack Development | Jira | Confluence | AWS

2023 | DUNGEONS AND DEVELOPMENT

A gamified learning and development platform boasting rewarding visual progression with a fantasy 'Dungeons and Dragons' theme. I designed and developed in a small team motivated to encourage a positive mindset towards learning and self improvement in the tech industry.

Ruby | Rails | PostgreSQL | Docker | Full Stack Development | Trello | GitHub | Git

Personal Projects

2023 | INTERACTIVE 3D WEB-FOLIO

I developed 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

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

2022 - CURRENT | RPG DUNGEON CRAWLER

A top-down role-playing game (RPG) I designed and are developing within 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# | Unity | Trello | Aseprite | GitHub | Git | GitHub Actions | Game Design & Development

2022 | UNITY – AN ACADEMIC SOCIAL PLATFORM

A full-stack web platform which I developed to help academics get through the difficulties of the pandemic by bringing them together in a new world of virtual learning. Users can customise a personal profile, maintain a friends list, start private or public chats, post to and browse the feed, orchestrate groups, and interact with other group members in private spaces. Developed using security by design principles, the app includes session management using cookies, admin management interfaces, and role-based access control.

Java | Spring Boot | Rest API | MySQL | Thymeleaf | Maven | Full Stack Dev | Security | Kanban | GitHub

Personal Interests

- Hiking, cycling, swimming, ice skating, and generally spending time adventuring outdoors
- Frequent attendee of the local tabletop games club
- Avid 'Magic: The Gathering' and 'Yu-Gi-Oh' card game player
- Video games, with some recent favourites including 'Life is Strange', 'The Last of Us', and both 'Final Fantasy' 10 and 16
- Proud tropical fish and cat dad
- Motorcycle rider and enjoyer