Karolina Ruda

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Szczecin, Poland

FRONT-END DEVELOPER

Skilled IT Engineer with 4 years of experience in the game industry. I am currently focused on developing my skills in front-end development. My passion for technology, strong understanding of the visual aspects of applications, and attention to detail, which I honed as a technical artist, allow me to excel in roles that combine design and programming. I am ready for a new career path where I can blend my creativity with technical expertise to deliver modern and intuitive front-end solutions.

KEY COMPETENCIES

HTML	REST API	Clean Code
CSS, SASS, Bootstrap, Tailwind	WordPress	Strategic thinking
RWD	MongoDB	Problem-solving
JavaScript, TypeScript, C#	GIT	Fast learner
ReactJS, jQuery, AJAX, Redux	Figma, Adobe Photoshop	SCRUM

PROFESSIONAL EXPERIENCE

Game Factory   **2021 - 2024**
Technical Artist
Worked on the development and optimization of a mobile game with over 10 million users. Paid particular attention to the visual layer and the responsiveness of the application. Recognized for efficiency, reliability, attention to detail, and commitment to improving the project. Successfully streamlined several processes and prepared project documentation.

Game Factory   **2020 - 2021**
QA Specialist
Identifying, reporting, and tracking bugs to ensure smooth gameplay.

Educational Foundation "Równe Szanse"   **2020**
Unity Developer (Internship)
Developing and implementing game systems using C#, optimizing performance, debugging, and working on game design and logic. Importing assets and maintaining clear technical documentation.

EDUCATION & CERTIFICATIONS

B.S. in Computer Science
West Pomeranian Business School
2017-2021

Front End Developer Course - Akademia 108

CLA - C Programming Language Certified Associate

LANGUAGES

Polish - Native

English - C1

INTRESTS

Music and piano playing
Running
Psychology