

### Contact

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## Technical skills

- React.js, TypeScript, Next.js
- React Router, React Query
- HTML, CSS, JavaScript
- TypeScript, GIT
- Redux Toolik, Zustand
- Tailwind, Bootstrap, Styled Components, SCSS
- Firebase

## Language

- English B1/B2 intermediate
- Polish native

#### Courses

- Udemy JavaScript Course
- Udemy React, TS, J.Smilga Course
- Udemy HTML, CSS, RWD Course
- Udemy SASS, JS, Bootstrap Course

"I consent to the processing of my personal data contained in this CV by your company for the purpose of carrying out the recruitment process in accordance with the Regulation (EU) 2016/679 of the European Parliament and of the Council of 27 April 2016 on the protection of individuals with regard to the processing of personal data and on the free movement of such data, and repealing Directive 95/46/EC (GDPR)."

# Krystian Kamer



# Junior Frontend Developer

I'm Krystian, a **Junior Frontend Developer** passionate about building modern and efficient web applications. I specialize in technologies like **React.js**, and **Next.js**. I write clean, readable code while applying well-established best practices like **SOLID**, **KISS** and **DRY**. I continuously improve my skills to build intuitive and high-performance user interfaces. I improve my skills through personal projects, courses, and community engagement.

## Work Experience

### Freelancer | Junior Frontend Developer

01.2025 - present

- Developing user interfaces using HTML, CSS, JavaScript, React.js, Next.js, TypeScript, SCSS, TailwindCSS.
- Implementing dynamic components and user interface logic with React.js, Next.js, Redux,
  Zustand for handling asynchronous operations and data streams.
- Optimizing application performance and ensuring compatibility with variours browsers.
- Designing responsive and intuitive web applications based on mockups from **Figma**.
- Strong **problem-solving** skills, attention to detail, and ability to quickly learn new technologies.

## **Personal Projects**

#### **Movie Researcher**

2025

- I built a application using **Next.js** with **TypeScript** to fetch movies, series and people with search and filter options.
- I styled the project using TailwindCSS and added accesible components from Shadon/UI.
- For the animation, I used the **Framer Motion** library, which enhances the perception and interactivity of the website by adding smooth transitions and visual effects.

Link to the page: https://movieresearcher.vercel.app

#### Czołem w Klawiaturę

2024

- I built a humor blog about Frontend using React.js & TypeScript, which is also my portfolio.
- To handle routes I used React Router, to handle animation I used React Intersection
  Observer.
- For dragging elements on page, I used the **dnd-kit** library that affects interactivity.
- I used **Zustand** to preserve the state of deleted files from the restored computer desktop.
- The design has been styled with TailwindCSS and its plugin DaisyUI.

Link to the page: https://www.czolemwklawiature.com

## Pickle Rick 2024

- I created application to find characters, locations, episodes from the Rick and Morty universe by using React.js with TypeScript.
- To manage the state of the application I used Redux Toolkit.
- In order to speed up the site, I used **React Query**, which stores the retrieved data. This tool also helped create the infinite scroll on page.
- For store login and registration data, as well as favorite characters, I used **Firebase**.
- I used axios to retrieve data from an external API.

Link to the page: https://picklerickapp.vercel.app

#### Pentago

2024

- I built a two-player game called Pentago using **React.js**., which is a reproduction of the real game I have on my shelf.
- I styled the project using **CSS**.

Link to the page: https://pentago-eta.vercel.app

# Collaborative Projects

## Apolonia Games Hub

2025

- Browser post-apo game co-developed by a team of 15-20 people.
- I participate in a group, perform assigned tasks on the frontend side using React.js. and TailwindCSS.
- I take part in regular meetings where we exchange knowledge and ideas.

Link to the page: https://github.com/Apolonia-games-hub/apolonia-frontend