Krystian Rusin

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Skills

Languages: Python, JavaScript/TypeScript, SQL, HTML, CSS, Java
Frameworks: React, Express, TailwindCSS, FastAPI
Technologies: Git, Linux, MongoDB, Firebase, PostgreSQL, AWS, Jira, Confluence, Docker

Experience

Software Developer, Healthy Gamer – Remote   May 2024 – Present
- Responsible for the ongoing development and administration of a Discord bot serving 23,000+ users, built on TypeScript, NodeJS and PostgreSQL
- Developed a RESTful API and admin panel that empower admins to manage the Discord bot and database, streamlining operations and boosting performance.
- Responsible for the ongoing development andmaintenanceofaproprietary web application built using React, Express and PostgreSQL that generates substantial revenue.
- Developed and deployed an ETL pipeline to synchronize Circle's membership API data with the company's internal membership database, ensuring accurate and unified records across both platforms.

Full Stack Engineer, ObjectNova Inc – Remote   November 2023 - June 2024
- Thrived in an agile startup, leveraging Jira and Confluence to streamline project management and documentation. Remote, Contract November2023–June2024
- Spearheaded the redesign of the company's landing page, building a robust full-stack web page using ReactJS, NodeJS, and Express, resulting in a 20% increase in organic traffic.
- Led development of a SaaS web application for reselling eSim cards using ReactJS and ExpressJS, delivering a robust, user-friendly platform for managing client data and transactions.

Projects

Reinforcement Learning Agent for "Slay the Spire"   https://github.com/KrystianRusin/Slay-The-Spire-RL
- Developed a reinforcement learning agent using a Maskable Proximal Policy Optimization algorithm to play the game "Slay The Spire" utilizing a custom training environment
- Implemented a custom rollout buffer to efficiently manage experience replay and Generalized Advantage Estimation (GAE), enhancing model performance and training stability
- Designed a dynamic reward system and an invalid action mask to improve the agent's strategic decision-making, resulting in faster convergence and improved gameplay performance
- Utilized a PostgreSQL database to track game statistics, agent decision and performance metrics for optimizing and monitoring the agent's performance

Mockable.dev (In Development)   https://github.com/KrystianRusin/Mockable.dev
- Developed Mockable.dev, an API mocking service that enables developers to quickly create, test, and validate custom API endpoints with dynamic, GPT-powered responses, utilizing redis caching to improve API response times
- Implemented a secure, scalable full-stack architecture using React for an engaging user interface and Express for a high-performance backend, integrating authentication protocols (JWT, Google OAuth, and MFA) to ensure robust security
- Deployed on AWS with CloudFront and S3 for the frontend and EC2 for the REST API, ensuring high availability and scalability
- Established a CI/CD pipeline using GitHub Actions to automate testing, building, and deployment

Education

Ontario Tech University – BEng in Software Engineering and Management   Sept 2018 - June 2023