Krzysztof Staroń

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About Me

Ambitious and self-driven technologist with over 6 years of programming experience and a deep passion for innovation.

Skilled in leading technical projects, building AI-powered and traditional tools, and working within the SaaS ecosystem.

I care about building things that last, that are actually used by people.

Right now, I'm especially focused on building modern web apps, solving real-world problems, and learning through iteration.

Being around people inspires me to move fast and build useful things.

Education

High School (Extended Math & Physics)

Liceum Ogólnokształcące w Strzelinie, Poland Expected Graduation: 2026

I chose physics instead of computer science to gain a different problem-solving perspective.

Technical Skills

- Web Development: React, Next.js, Tailwind CSS, Firebase
- Programming Languages: Python, C#, C, GDScript
- AI & Data: TensorFlow, PyTorch, OpenCV
- Tools: Pinecone, Vercel, Git, REST APIs
- I try out new technologies all the time—almost every project is a chance to learn something new.

Recent Projects

Focus Loop — YouTube optimized for self-improvement

A SaaS platform that filters out low-quality content and recommends only the most useful self-improvement videos.

Each video comes with summaries, notes, and a smart assistant to help users actually remember and apply what they watch.

Built to solve my own frustration with endless scrolling and low-value content.

Beekeeper - Automation Tool

A bot that automates German language assignments.

Originally used multiple headless browsers running in parallel for hours on end on a dedicated server.

Later redesigned to cut infrastructure costs by using cloud and lightweight algorithms. (near 100% margin)

CarSniper - Luxury cars fast

Still in the prototyping stage—this app uses an AI-powered crawler to scan car listings, compare offers, and highlight the best deals, including insurance options.

The goal is to remove the manual work of car shopping and help people make better decisions faster.

Honorable mention:

Gaming Calculator

An early project (primary school one): a simple operating system built for Arduino that can run games.

I designed, coded, and assembled the physical device myself—it looks like a calculator and still works.

Experience

Solopreneur / Freelancer

Working independently on various projects, both personal and commercial. Used to taking full ownership—from concept to deployment.

Team Leader - Game Development Team

Led a team of 7 for several months to build a playable game. Managed the process, helped with code, and kept the project on track.

Languages

- Polish Native
- English Fluent (used daily)
- French Beginner
- Japanese Beginner (learning casually)

Additional Info

- Maintainer of 70+ GitHub repositories
- Uses English daily for learning, building, and communication
 Self-taught developer, supported by a mentor
 Participated in a national AI Olympiad