Web Developer

Lukasz Grzegorzewski Luc-dev.com

+33 6 40 56 66 09 | A 44000 Nantes Metropolitan Area, France

💌 grzegorzewski.luk@gmail.com | 🕠 github.com/Lukasz-Grzegorzewski | 📊 linkedin.com/in/grzegorzewski-lukasz

Skills

- Programming Languages: TypeScript, Java, SQL, Ruby, HTML, CSS
- Front-end Technologies: React, Next.js, Vite, Gatsby, Material UI, Tailwind, Three.js, Hyperstack, SCSS
- · Back-end Technologies: Node.js, GraphQL, Express.js, SpringBoot3, Ruby on Rails
- · Databases: MySQL, PostgreSQL, TypeORM, MongoDB
- DevOps: Docker, Docker Compose, DockerHub, GitHub Actions, Caddy, nginx, PM2
- Project Management and Collaboration Tools: Git, GitHub, Visual Studio Code, Jira, Trello, ClickUp, Figma
- · Testing: Jest, Cypress, Playwright, Capybara

Professional IT Experience

Web Development Instructor

Wild Code School, Apprenticeship, Nantes, France

September 2023 - September 2024

12 months

- · Supervision and assistance of students in their Web Developer training:
- Leading Q&A sessions to resolve students' difficulties
 - Creating supplementary teaching materials to deepen course subjects
 - Participating in team meetings to discuss students' progress and adjust teaching approaches
- Contributing to the evaluation of student projects to assess their understanding and skills in the taught technologies
- Main technologies taught: JavaScript, React, Node.js, Express.js, SQL, MySQL, Git, CSS, HTML

Web Developer

February 2023 - July 2023

6 months

Uneek (Kosmopolead), Internship, Nantes, France

- Participation in the modernization of the front-end of an existing web application (CRM):
 - Collaboration with the development team for a smooth transition to modern technologies
 - Creation of interfaces and addition of features to enhance the user experience
 - Writing unit and integration tests with Capybara
- Technologies used: Ruby, JavaScript, Hyperstack/React, Capybara, Docker

Education and Certifications

Application Developer (Bac+4)

September 2023 - September 2024

12 months

Wild Code School, Apprenticeship, Nantes, France

- Project developed: Production: # https://renthub.luc-dev.com
 - Full design and development of a website for renting sports equipment with a dashboard for administrators. Application protected with access levels based on user type
 - Expertise in database modeling
 - Writing unit and integration tests
 - Adoption of Agile methodology and use of ClickUp for task management
- · DevOps:
 - Setting up automated CI/CD pipelines
 - Managing deployments and web services with reverse proxy
- · Technologies used: TypeScript, Next.js, Node.js, GraphQL, TypeORM, Express.js, Docker, Docker Compose, DockerHub, Caddy, nginx, GitHub Action, Git, Material UI, SCSS, Figma

Web and Mobile Web Developer (Bac+2)

September 2022 - February 2023

Wild Code School, Nantes, France

- A rigorous training program focused on intensive practice and collaborative learning
 - Adoption of Agile methodology with group work and use of Jira for task management
 - Design and development of three projects. Database modeling, front-end and back-end development. Production with PM2 on private VPS
 - Final project: Spherus. Video streaming platform with admin dashboard: # https://spherus.luc-dev.com
 - Intermediate project: AstroQuizz. Fun website about the solar system with quiz: # https://astro-quizz.luc-dev.com
 - Initial project: Sharing Is Caring. Website for a coworking space focused on well-being and sharing (https://wcs-1.netlify.app
- Technologies used: JavaScript, Node.js, Express.js, SQL, MySQL, React, HTML, CSS/SCSS

Computer Engineer (Bac+4)

September 2008 - June 2012

3.5 years

WSTiE University, Poland · Main subjects studied:

- Mathematical analysis, Linear algebra, Discrete mathematics, Statistics, Basic electronics, Logic and set theory
- Programming, Algorithms, Operating systems, Computer architecture, Microcontrollers
- Databases, Object-oriented programming, Artificial intelligence, Software engineering
- 3D graphics and animation, Video and multimedia, Computer law, E-business
- Specialization project, Seminar, and final thesis
- Technologies used: C, C#, C++, Java, SQL, Autodesk, Pascal, BASIC, Eclipse