Paweł Jarmuła
Full Stack Developer

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Profile Summary

As a Full Stack Developer, I bring a deep understanding of cloud environments, utilizing Azure, Kubernetes, and Docker, coupled with a broad proficiency in both front-end and back-end development, also including aspects of DevOps. My journey, from managing my own business to making impactful contributions in complex cloud projects, highlights a versatile skill set and demonstrates my fast learning ability and problem-solving skills.

Education

10.2015 - 09.2020

Master of Science, Nanostructure Engineering,
University of Warsaw, Department of Physics

Technical Skills

Languages

`Typescript` `C#` `Python` `Go` `Solidity`

Cloud

`Kubernetes` `Docker` `Microsoft Azure` `Helm` `Prometheus`

Front-end

`React` `Redux` `Next.js` `Sass`

Back-end

`.Net Core/Framework` `Flask` `Express.js`

Databases

`SQL` `Marklogic` `MongoDB` `Redis`

Devops + monitoring

`Azure Devops` `ArgoCD` `Grafana`

More at nemezisp.github.io/portfolio/

Work Experience

Full Stack Developer, 11.2022 - now
RD Projekt (for Progress Software)

- Development of **diverse microservices**, leveraging a mix of **C#, TypeScript, Python and more.**
- Optimization and management of **Kubernetes** deployments in **AKS** clusters.
- Maintenance and optimization of **Docker** images.

Key achievements:

- Design and implementation of a **comprehensive monitoring solution:** a custom microservice, **Grafana** dashboards, **Prometheus** and **Graylog** integration.
- **Significant efficiency enhancements of a key integration** process (document classification and metadata enrichment) between SPO and one of microservices.

Web Developer, 11.2020 - 08.2023
Tatsu Media, Own Business

- **Full development process, from tool selection to performance optimizations** - websites, e-com stores and e-learning platforms.
- Continous communication with clients, website audits.
- Based on different CMS systems, additional functionalities built **with JS, HTML and CSS**.

Chosen Projects

Chess With Different Armies

- **React** with **Redux** frontend - full game, with all additional pieces and rules from chess WDA and many features.
- **Express.js** with **Socket.IO** backend - server using web sockets enabling online play.
- **Firebase** for user authentication and data storage.