

NIKOLA DZIWUSZ

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LinkedIn



ABOUT ME

I am a business psychology graduate with a strong background in social and cognitive psychology, passionate about understanding human behavior. Over the past two years, I have been working in web development, where I combine my analytical skills with a creative approach to problem-solving. I am eager to continue growing my expertise in web development and IT, leveraging my knowledge of psychology to create user-centric solutions. In addition to my professional pursuits, I am deeply interested in music, from singing to production, which enriches my creative perspective.

EDUCATION

Master's degree, Business
psychology, 2018 – 2023

SWPS University of Humanities and Social Sciences,
Department of Psychology in Wrocław

SKILLS

Technical Skills:

Advanced level:

- HTML/CSS

Intermediate level:

- JavaScript/TypeScript,
- Git,
- ReactJS,
- GraphQL,
- NestJS,
- TypeORM,
- Jira,
- Vue 3,
- Nuxt,
- Node.js

Basic level:

- Python,
- PostgreSQL

Analytical Skills:

Basic level:

- Customer Journey Map Analysis and Creation,
- Usability Tests: Basic to Intermediate

Soft Skills:

- Independent and Team Work,
- Focus on Goals and Task Completion,
- Openness and Communication,
- Team Atmosphere and Communication,
- Flexibility and Time Management,
- Accuracy,
- Regularity,
- Quick Learner,

Additional:

- English: B2 Level,
- Driving License: Category B

I agree to the processing of personal data provided in this document for realizing the recruitment process and future recruitment processes pursuant to the Personal Data Protection Act of 10 May 2018 (Journal of Laws 2018, item 1000) and in agreement with Regulation (EU) 2016/679 of the European Parliament and of the Council of 27 April 2016 on the protection of natural persons with regard to the processing of personal data and on the free movement of such data, and repealing Directive 95/46/EC (General Data Protection Regulation).

COURSES AND CERTIFICATES

Quantitative Data Analysis Advanced course on Methodology & Statistics
Advanced front-end (Udemy) Web developer from scratch (Udemy) HTML and CSS from scratch (eduwab) WWW creation from scratch (eduwab)

EXPERIENCE

Samsung, Wrocław

07.2023 – Currently

Full-stack developer

I developed and maintained a CMS web application tailored for the team responsible for creating and editing content for the Samsung Global Goals charity application. I collaborated with cross-functional teams, including designers, product managers, and other developers, to deliver high-quality software solutions. Furthermore, I implemented both front-end and back-end features, ensuring seamless integration and user-friendly experiences. Utilizing modern web technologies such as React, Node.js, and MongoDB, I created dynamic and responsive web applications. I conducted code reviews, troubleshooted issues, and optimized application performance to meet the highest standards of efficiency and reliability. I participated in daily stand-ups, sprint planning, and retrospectives as part of the agile methodology to continuously improve development processes and team collaboration. Additionally, I stayed updated with the latest industry trends and technologies to incorporate best practices and innovative solutions into the development process.

Techland, Wrocław

07.2021 – 10.2022

UX Researcher

Assisting with the execution of playtests, including testing playtested features, managing hardware/software setups, participant intake/outtake, playtest moderation, and note-taking, analyzing survey results, both qualitative and quantitative as well as gameplay videos for valuable insights, Preparing easy-to-read but information-rich reports and presentations.

BonaSoft, Wrocław

05.2022 – 10.2022

Front-end developer

I qualified for the BonaAkademi program, it is a program that aims to prepare participants for the role of a Front-end developer or Back-end developer depending on the path chosen. The program is divided into two parts. In the first month the theoretical part is conducted - lectures and exercises, while for the remaining two months participants create a project in scrum methodology.

NOjam

10.2019 – 03.2020

Creator of the idea

During my studies, I also had the opportunity to create a project based on gamification theory. Using knowledge we gained, together with a UX design student, we created an interactive prototype of a mobile application which aim was to encourage people to use all means of public transport, such as: bicycles, scooters, buses and trams in order to eliminate traffic congestion in large cities.