

Jakub Baran

Front-end Developer



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[Portfolio](https://raviii1.github.io/portfolio/)

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About me

Highly motivated Computer Science graduate with a Master's degree from the University of Entrepreneurship and Administration in Lublin (WSPA) and an Engineer degree from Lublin University of Technology. Proficient in graphic design, 3D modeling, software development, and version control systems. Passionate about computer graphics, game development, and web development, with a proven ability to adapt and grow in dynamic IT environments. Seeking an innovative role to leverage diverse technical skills and fuel career advancement in cutting-edge technology projects.

Education —

Maria Skłodowska-Curie 5th High School in Lublin (2017-2020)

Lublin University of Technology (2020-2024)

- Completed Bachelor's degree in Computer Science, specializing in Software Engineering

University College of Enterprise and Administration (2024-2025)

- Completed Master's degree in Computer Science

Languages —

Polish – Native

English – C2

German – B1

Hobbies —

- Music
- Computer graphic
- Volleyball
- Unreal engine 5
- Games

Employment / My Projects

- Three-month internship at ArtSaas**, where I acquired valuable insights into SaaS software development processes specifically designed for art galleries. This experience included direct involvement in client website projects, focusing on user **interface design** and incorporating client feedback to refine my skills in customizing software solutions effectively.
- Bankera** Project – Fullstack web application. This system was engineered by a collaborative team of three developers, serving as a currency trading management system that uses real time currency values. Developed using **NextJS**, **Prisma** and **TailwindCSS**
- MagicMatch** Project – Match two images type of game in javascript. Developed using **MERN** stack (MongoDB, Express, React, Node.js).
- Cinematic/Benchmark Scenery in Unreal Engine 5** - Currently developing visual environment for a master's degree thesis This project leverages UE5's advanced features including Nanite, Lumen, and ray tracing capabilities to create high-fidelity scenes for benchmarking and visual comparison.

Skills & Competencies

- HTML/CSS
- React/JavaScript
- TailwindCSS
- NextJS/TypeScript
- Java/Spring
- C++/C#
- Database/API Integratic
- Story Design
- Responsive Design
- Agile Methodology
- Version Control System
- SEO

Certifications

- LanguageCert Level 3 Certificate in ESOL International (Listening Reading) (LanguageCert Test of English C2)