

Jakub Baran

Front-end Developer



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[Portfolio](#)



502937935

About me

As a Computer Science graduate from Lublin University of Technology, I am currently pursuing a Master's degree in the same field at the University of Entrepreneurship and Administration in Lublin (WSPA). My academic background, combined with experience in various software tools, has equipped me with a versatile skill set in IT. I am proficient in using Adobe Photoshop and Blender for graphic design and 3D modeling projects, and I'm currently expanding my skills by learning Unreal Engine 5. My software development expertise includes working with IDEs such as Visual Studio Code, PyCharm, and NetBeans. I am well-versed in version control systems like GitHub and GitLab, essential for collaborative development.

My areas of interest include computer graphics, game development, and web development. I am now seeking my first professional role in the IT industry to apply and expand upon these skills and gain hand-on experience, contributing to innovative projects while furthering my career growth

Education —

V LO im. Marii Skłodowskiej-Curie w Lublinie (2017-2020)

Politechnika Lubelska (2020-2024)

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

Wyższa Szkoła Przedsiębiorczości i Administracji (2024-2025)

- Pursuing Master's degree in Computer Science

Languages —

Polish – Native
English – C2
German – B1

Certifications —

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

Student Projects

- 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 – Match two images type of game in javascript. Developed using MERN stack (MongoDB, Express, React, Node.js)
- Streaming app design – currently working on modern looking app design that would allow users to watch tv shows and movies.
- 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 Integration
- Story Design
- Responsive Design
- Agile Methodology
- Version Control Systems
- SEO

Hobbies

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