

RAFAŁ GONTARSKI

FULL STACK DEVELOPER



Contact

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Self Definition

As a new Full Stack Developer, I'm excited to step into the professional sphere. My strong foundation in both frontend and backend development coupled with my quick learning ability makes me ready to take on new challenges. I value teamwork and am eager to contribute my skills to make a significant difference.

Strength

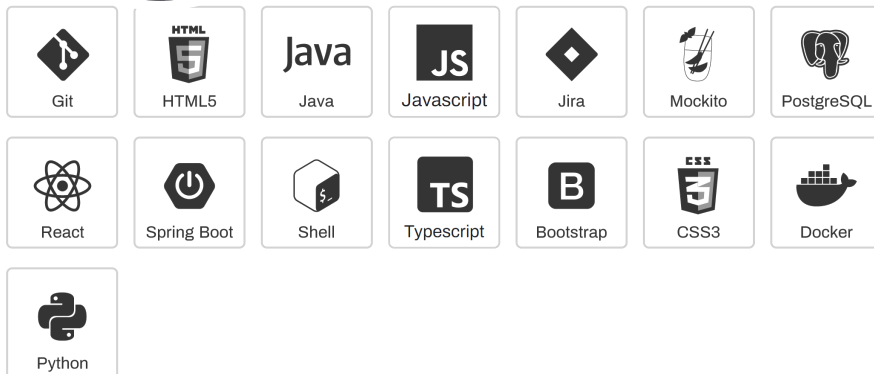
As a Full Stack Developer in the making, I've got a handle on frontend and backend development, coupled with Docker know-how. I excel in solving backend issues and communicating my solutions.

Mentor Opinion

"Rafał is quite a solution-focused person who has the ability to change the perspective of challenging situations. With his positive attitude, he can boost his teammates while he puts extra effort to achieve the common goal."

— Michał Kruczkowski, mentor

Hard Skills



Recent Projects

DENTFLOW

<https://github.com/RafalGontarski/DentFlow-frontend>

DentFlow is an application that enables the establishment and management of a dental clinic. Areas of responsibility: Implementation of authentication and authorization for users. Handling such roles as patient, receptionist, doctor, or owner. Unit testing. Technologies: Java, Spring, Hibernate, REST, PostgreSQL, JWT Token, React, MUI, Styled Components, CSS, JS, HTML.

MYSHOP

<https://github.com/RafalGontarski/MyShop>

In this project, the goal was to create a user-friendly and transparent eCommerce web application, where users can browse products and add them to the cart. Areas of responsibility: Sorting by a specific device category. Sorting by a specific company. Designing the layout of the ordering page, where users can increase or decrease the quantity of selected devices. Technologies: Java, Spring, JDBC, PostgreSQL, Thymleaf, HTML, CSS, JS, Bootstrap 5.

POLISH DRAUGHTS

<https://github.com/RafalGontarski/Polish-Draughts-game>

A roguelike game. The main goal of the player is to find an exit from the dungeon and uncover the truth about the main character, fighting in real-time against various types of monsters. Areas of responsibility: Creating maps. Creating items with their own properties. Development of a responsive loot bag that increases its capacity as the number of items grows. Implementation of the mechanism for collecting and managing equipment. Technologies: JavaFX.

Education

Junior Full Stack Developpe (2022 - 2023) — CodeCool

Postgraduate, Art Manager (2018 - 2019) — University of Music Fryderyk Chopin

Master, Instrumentalist, Accordionist (2016 - 2019) — University of Music Fryderyk Chopin

Spoken Languages

Polish — Advanced English — Intermediate

