Mikołaj Zyzański

Team Lead & React Native Developer

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Skills

TypeScript

React Native

Reanimated, React Navigation, react-native-web, Ignite

State Management

RTK Toolkit, MobX

Languages

English
Native

Polish
Native

Interests

Marathon Running

Hiking

Cooking

Investing

Summary

- 3 years of experience in React Native development.

- Developed and maintained mobile apps for companies in the medical, aviation, and fintech industries.

- Published 5 open source React Native apps on the Google Play Store with multiple apps totaling 100k+ downloads.

- Presented as a conference speaker for React Native Warsaw.

- Confident speaker and team leader.

- Cross cultural experience, having lived and studied in 7 different countries

Experience

IG Group   September 2023 - Present
React Native Developer & Team Lead   Kraków (Remote)

At IG Group, I worked as a React Native Developer on a fintech application, using technologies like TypeScript, RTK Toolkit, and Reanimated, while also leading a team of mobile developers. In addition to my hands-on development work, I oversaw project planning, task delegation, and technical feature scoping. I collaborated closely with product owners, designers, and stakeholders to ensure the alignment of business goals with technical execution. Throughout my time at IG, I balanced coding and leadership responsibilities, driving the successful delivery of the project from start to finish.

Iterators   October 2022 - August 2023
Junior React Native Developer   Warsaw (Remote)

As a Junior React Native Developer built frontend code for multiple projects, supported clients with architectural knowledge, and liased with product, design and development teams to ensure proper quality of deliverables.

Cleeng   June 2021 - October 2021
Quality Assurance Intern

As a QA intern at Cleeng I spearheaded the development of an internal testing app, written in React Native, used to test in-app purchases on Android and iOS.

Education

Polish-Japanese Academy of Information   October 2019 - February 2023
Technology   Undergraduate
Computer Science
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Database specialization. Topic of thesis: Creation of an online multiplayer board game.

Projects

DrinkUp   September 2020
GitHub Repo

A fun drinking game with beautiful animations that run smoothly even on low-grade android devices.

Phasmophobia Companion   October 2020
GitHub Repo

A companion app to the popular horror game Phasmophobia. Over 17,000 downloads, available in many different languages.