
JAKUB BRODECKI

ABOUT ME

I am a **Technical Lead** and **Full Stack Engineer** with a strong focus on **TypeScript-based frameworks**. I have successfully delivered multiple **web and mobile** projects and have led teams of various sizes. I consistently deliver **high-quality results** while creating a positive and collaborative work environment.

EXPERIENCE

TECHNICAL LEAD, RECTAVIA STUDIO - MAR 2024 - NOW

I am a **co-founder** of a Polish/US-based startup specializing in games built for the **Telegram platform**. The team has grown to 7 members. We are building a gaming platform that will launch within the Telegram ecosystem, featuring **Web3 integration**.

TECHNICAL LEAD, INTEGRAL REALITY LABS – MAY 2023 - MAR 2024

I led a team of five in developing a Web3-based **3D printing platform** for games licensed by **Ubisoft**. Our portfolio included delivering customizable 3D-printed figurines for popular titles such as **Assassin's Creed, For Honor and Rainbow Six Siege**.

FRONTEND DEVELOPER, ACRESOFTWARE – JAN 2023 - APR 2023

I was part of the team responsible for the **client-facing** aspects of a **mortgage broking** platform. My role involved developing **new features** such as document signing, mortgage offer comparisons, and revamping the front-end development process. I had to leave the project earlier than planned due to personal reasons.

FULL STACK DEVELOPER, ACAISOFT – FEB 2022 - JAN 2023

I worked with the **AT&T team**, focusing on internal **CRM** systems. My responsibilities included developing and maintaining a **highly scalable backend** using **Nest.js**, deployed with **Kubernetes**. Additionally, I supported the frontend team, leveraging my experience with **React**.

FRONTEND DEVELOPER, ONE MONEY MAIL – SEP 2020 - JAN 2022

I managed **legacy systems** and developed new solutions for one of the largest Polish **fintech companies**. My role involved maintaining older systems built on CakePHP, while also implementing a **new frontend architecture** using **React** and **React Native**.

PROJECTS

TYGRYSKI MOBILE APP - 2021

I developed a **mobile app** for the Polish snack brand Tygryski. The app was built as a **React Native** wrapper around a **WordPress API** and included features such as a blog, games, photo editing, and competitions.

NOWATOR MOBILE APP - 2021

I developed a mobile app for **Nowa Elektro**, designed to track customer loyalty points and manage invoicing.

EDUCATION

COVENTRY UNIVERISTY - 2019-2022

BACHELOR OF SCIENCE; COMPUTER SCIENCE

HARD SKILLS

NodeJS	React	Github/GitLab/BitBucket
NestJS	React Native	AWS/GCC
MongoDB	Redux	Figma
PostgreSQL	Jotai	Jira/Asana/ClickUp
PrismaORM	UI libraries	Windows/Linux/macOS

SOFT SKILLS

Fluent English	Documentation writing	Time management
Agile	Adaptive	Creativity
Interpersonal communication	Problem Solving	SCRUM

