

# Sebastian Sadowy

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Łódź/Remote

## About Me

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I'm a software developer focused on building reliable and efficient systems.

## Technical Skills

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- **Programming Languages:** C#, Go, Python, Java, C/C++, TypeScript, JavaScript
- **Frameworks & Libraries:** .NET, React, Tailwind, gRPC
- **Cloud Services:** AWS (S3, Lambda, EC2, RDS, SQS), Azure (Functions, Service Bus)
- **Messaging:** RabbitMQ, Azure Service Bus, AWS SQS
- **Databases:** PostgreSQL, Cosmos DB, Redis
- **DevOps & Infrastructure:** Docker, Kubernetes, Terraform, GitHub Actions, CI/CD
- **API Development:** REST, OpenAPI, Swagger, JWT, OAuth2
- **Development Tools:** Visual Studio, VS Code, JetBrains Rider, Postman, Insomnia
- **Version Control:** Git, GitHub, GitLab, Gitea
- **Documentation:** UML, Docusaurus
- **Software Engineering:** TDD, SOLID, Clean Code, Microservices, Event-Driven Architecture, Design Patterns, Scrum
- **Languages:** Polish (native), English (B2)

## Professional Experience

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### DevOps Intern — Transition Technologies PSC

*March 2025–May 2025*

- Worked on automating infrastructure provisioning using **Terraform** in Microsoft Azure
- Leveraged **Azure AI Foundry** solutions and AI agents for automation and optimization of internal processes
- Participated in IaC pipeline development, function app deployments, and GitHub Actions CI/CD flows
- Technologies: Azure, Terraform, Azure OpenAI, GitHub Actions, Azure Functions

### Software Developer Intern — Transition Technologies PSC

*July 2024–August 2024*

- Led AI model training pipeline development and data preparation processes
- Implemented integration with external services for model deployment
- Technologies: Python, React

## Game Developer Intern — Cleversan Games

*April 2024–May 2024*

- Developed and optimized game mechanics following technical specifications
- Conducted performance profiling and implemented optimization solutions
- Technologies: Unity, C#

## Personal Projects

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### Conference Management Application (Team Project)

*JavaScript (Vue, Express.js), Docker, PostgreSQL — [GitHub](#)*

- Developed a conference management platform with features like event browsing, bookmarking, and an admin panel for event management
- Worked on both frontend and backend, using **Vue.js** for the user interface and **Express.js** for backend APIs
- Containerized the application with **Docker** for consistent development environments and used **PostgreSQL** for data storage
- Implemented user authentication, event categorization, and calendar features with real-time updates

### Handmade Bookmarks E-commerce Platform

*Go, React, TypeScript, PostgreSQL, AWS S3, AWS Amplify, Docker — [Backend](#) · [Frontend](#)*

- Building a full-stack e-commerce platform to bring unique, handcrafted bookmarks online
- Designed a **Golang** backend with **PostgreSQL** for reliable data storage and **S3** for secure image hosting
- Deployed the frontend on **AWS Amplify**, ensuring a smooth and scalable user experience
- Containerized the application with **Docker** to streamline development and deployment
- Focused on seamless user authentication, smooth product browsing, and a clean, modern UI

### IoT Device Management System

*.NET, C#, Azure — [GitHub](#)*

- Developed an IoT device management solution leveraging **Azure** services such as **Function App**, **Storage Account**, **Service Bus**, **IoT Hub**, **Stream Analytics Job**, and **Communication Service**
- Enabled remote device control and real-time data collection, improving system monitoring capabilities
- Wrote detailed technical documentation and followed best practices to ensure high code quality and maintainability

## Education

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### Master of Science in Computer Science

*University of Łódź — October 2024 - Present*

- Specialization: General Computer Science
- Received Rector's Scholarship for Academic Excellence (2024)

### Bachelor of Science in Computer Science

*University of Łódź — October 2021 - June 2024*

- Specialization: Graphics and Game Design
- Graduated with a **Very Good** grade (Overall average: **4.77**)
- Received Rector's Scholarship for Academic Excellence (2022, 2023)

## Interests

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- Distributed Systems, Microservices Architecture
- Going to the cinema, playing video games, and reading books (not always in that order)