

# Sebastian Sadowy

[sebastiansadowy.com](https://sebastiansadowy.com)

[sebastian.sadowy@proton.me](mailto:sebastian.sadowy@proton.me) • +48 504 602 420  
[github.com/zdsdd](https://github.com/zdsdd) • [linkedin.com/in/sebastiansadowy](https://linkedin.com/in/sebastiansadowy)  
Łódź/Remote

## About Me

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I'm a software developer who enjoys building reliable systems and solving complex problems. I specialize in backend development, cloud solutions, and DevOps practices.

## Professional Experience

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### DevOps Intern — Transition Technologies PSC

*March 2025–Present*

- Automated infrastructure provisioning using **Terraform** in Microsoft Azure.
- Utilized **Azure AI Foundry** for process optimization and automation.
- Developed IaC pipelines and integrated CI/CD flows using **GitHub Actions**.

### Software Developer Intern — Transition Technologies PSC

*July 2024–August 2024*

- Designed and optimized AI model training pipelines.
- Integrated external services for seamless model deployment.

### Game Developer Intern — Cleversan Games

*April 2024–May 2024*

- Developed game mechanics and optimized performance.
- Conducted profiling and implemented performance improvements.

## Technical Skills

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

## Personal Projects

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### Conference Management Application

*JavaScript (Vue, Express.js), Docker, PostgreSQL*

- Full-stack application for managing conferences with real-time updates.
- Developed authentication and event categorization features.

### Handmade Bookmarks E-commerce Platform

*Go, React, AWS, Docker*

- Full-stack e-commerce platform for selling handmade bookmarks.
- Designed a scalable backend with authentication and image hosting.

## Education

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### Master of Science in Computer Science — University of Łódź

*Faculty of Mathematics and Computer Science*

*October 2024– Present*

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

### Bachelor of Science in Computer Science — University of Łódź

*Faculty of Mathematics and Computer Science*

*October 2021–June 2024*

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

## Interests

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- Distributed Systems, Cloud Computing, Microservices
- Cinema, video games, literature