

Sebastian Sadowy

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Łódź/Remote

About Me

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

Azure and GenAI Intern | Transition Technologies PSC

March 2025–Present

- Utilized **Azure AI Foundry**, **Python**, and **TypeScript** for developing AI-driven solutions.
- Developed Infrastructure as Code (IaC) pipelines and integrated CI/CD workflows using **GitHub Actions**.
- Managed infrastructure on GitHub and Azure using **Terraform**.

Software Developer Intern | Transition Technologies PSC

July 2024–August 2024

- Designed and optimized AI model training pipelines using **TensorFlow**.
- Integrated the model with external services, developing a UI with **JavaScript** (React) and **Python** (Flask).

Game Developer Intern | Cleversan Games

April 2024–May 2024

- Developed game mechanics and optimized performance using **C#** and **Unity**.
- Conducted profiling and implemented performance improvements within the **Unity** engine.

Technical Skills

- Programming Languages:** C#, Go, Python, Java, C/C++, TypeScript, JavaScript, Bash
- Frameworks & Libraries:** .NET, React, Vue, Node.js, Tailwind, gRPC, Flask, TensorFlow, Spring
- Cloud:** AWS (S3, Lambda, EC2, RDS, Amplify, ECS, ECR), Azure (Functions, IoT Hub)
- Messaging Systems:** RabbitMQ, AWS SQS, Azure Service Bus
- 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, WSL
- Version Control:** Git, GitHub, GitLab
- Documentation:** UML, Docusaurus
- Software Engineering:** TDD, SOLID, Microservices, Event-Driven Architecture
- Languages:** Polish (native), English (B2)

Personal Projects

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

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

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