Sebastian Sadowy

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github.com/zdsdd · Łódź/Remote

About Me

A computer science graduate student with a strong foundation in software development and a passion for solving complex technical challenges. Experienced primarily in backend development using Golang and .NET, with additional experience in frontend development. Committed to writing clean, maintainable code and staying current with industry best practices and emerging technologies.

Technical Skills

- **Backend Development:** .NET, C#, Go, Python, Java, C/C++
- **Frontend Technologies:** React, TypeScript, JavaScript, HTML/CSS, Tailwind
- **Database & Messaging:** PostgreSQL, Redis, RabbitMQ
- **IDEs & Development Tools:** Visual Studio, Visual Studio Code, JetBrains Rider, Git
- **API Development:** REST, gRPC, JWT, OAuth2,
- **Cloud & DevOps:** AWS, Docker, Kubernetes, GitHub Actions, CI/CD, Terraform
- **Software Engineering Practices:** Test-Driven Development, SOLID Principles, Microservices, Design Patterns, Clean Code, Scrum
- **Languages:** Polish (Native), English (B2)

Professional Experience

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

Handmade Bookmarks E-commerce Platform

Go, React, TypeScript — Backend · Frontend

- Building a full-stack e-commerce platform for artisanal bookmarks
- Implementing secure user authentication and product management features
- Utilizing modern web development practices and responsive design principles

IoT Device Management System

.NET, C#, Azure — GitHub

- Developed an Azure-based IoT device management and monitoring solution using Function App, Storage Account, Service Bus, Service Bus, IoT Hub, Stream Analytics Job, and Communication Service
- Implemented remote device control and data collection capabilities
- Created comprehensive technical documentation and maintained code quality standards

Education

Master of Science in Computer Science

University of Łódź — October 2024 - Present
- Specialization: General Computer Science
- Focus on advanced algorithms, distributed systems, and software architecture

Bachelor of Science in Computer Science

University of Łódź — October 2021 - June 2024
- Specialization: Graphics and Game Design
- Graduated with Distinction (Very Good)
- Received Rector's Scholarship for Academic Excellence (2022, 2023)

Professional Interests

- Backend Development: Distributed Systems, Microservices Architecture
- Software Engineering: Design Patterns, System Architecture
- Emerging Technologies: Cloud Computing, DevOps Practices
- Game Development: Engine Architecture, Performance Optimization