Sebastian Sadowy

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About Me

I'm a software developer who loves building things that work efficiently and make an impact. I specialize in backend development with Golang and .NET, but I also enjoy working on full-stack projects. I like solving technical problems and continuously learning new technologies. Whether it's optimizing a system, experimenting with new tools, or tackling a tough bug, I'm always up for a challenge.

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:** Fluent in Polish, Proficient in 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, 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 Azure-based IoT device management and monitoring solution using Function App, Storage Account, 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

- Distributed Systems, Microservices Architecture
- Design Patterns, System Architecture
- Cloud Computing, DevOps Practices
- Game Development, Performance Optimization