

Sebastian Sadowy

sebastiansadowy.com

sebastian.sadowy@proton.me · +48 504 602 420
github.com/zdsdd · linkedin.com/in/sebastiansadowy
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)

I hereby give consent for my personal data included in my application to be processed for the purposes of the recruitment process in accordance with the Personal Data Protection Act of 10 May 2018 and in compliance with the GDPR regulation of 27 April 2016.

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