

Kacper Multan

FRONT END DEVELOPER

Details

Warszawa

Polska

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Links

[LinkedIn](#)

[Github](#)

[Portfolio website](#)

[Cacarrot](#)

[FriendLink](#)

Main Skills

React

JavaScript

Typescript

SCSS

HTML5

Node.js

Redux

Languages

Polish

English

Russian

About me

I am frontend software developer with experience in creating websites. To create my websites I use React, Typescript and SCSS. As I did my own projects I have worked with Node.js as backend to create connection between frontend website and my Heroku server. Creating my own whole apps allowed me to participate in entire process of software development, from the idea, through initial requirements, validation, to a live product which has to be improved and maintained. I am always looking forward for a challenge, because in my opinion, it is most enjoyable part of this work.

Goal

Finding internship for this vacation with possibility of longer job after internship or junior job right now. Gaining commercial experience, upgrading my skills in creating internet websites and knowledge of Javascript (Typescript) and ReactJS.

Education

Bachelor's degree, Warsaw University of Technology, Warszawa

OCTOBER 2022 – FEBRUARY 2026

Additional skills

Familiar with Git and Linux command line, SQL language and Firebase. Also I know how to test whole application or just components using Cypress, Jest, React Testing Library.

Additionally have learned C# language and ASP.NET MVC framework for backend.

Soft skills

Adapt fast to new environment, willing to work with team, can work under pressure if needed, communicative, I was leading the podcast in IAESTE Warsaw

Interests

Technologies in IT, science facts, computer games, fitness

My Projects

Cacarrot

Tools used in project

- ReactJS, SCSS, Typescript, Node.js, Socket.IO, Firebase, JWTToken, FetchAPI, async functions, media queries

About project

Logging system using JWTToken Authentication for verification.

As logged user you can create, edit and save Game Templates for later usage of them. After choosing one of created templates, there is generated random Gamecode which needs to be given to players for them to join the game. After players have joined host of game starts the game.

Gameplay:

- host displays question and answers

- players answer the question

- between questions each player can pay points to gain buff for next round or extract points from another player

All game calculations and timer is counted on server-side and stored in Firebase Realtime Database to maintain game consistency even if user loses connection.

Also to maintain game after refreshing page or losing connection all data that is needed is saved in local and cache storages.

FriendLink

Tools used in project

- ReactJS, SCSS, Typescript, Node.js, Socket.IO, Firebase, JWTToken, Axios, WebRTC, async functions, media queries

About project

Logging system using JWTToken Authentication for verification.

As logged user you can post various types of posts, add friends and send them text messages, blocks of images, voice messages.

You can video call other users sending video data between you with RTCPeerConnection.

All things that are saved in database are visible on your browser instantly.

Users are allowed to like, comment posts and change their profile image.

Simple data is stored in Firebase Cloud Firestore and more complex data like images, videos etc. are stored in Firebase Storage.

Scalability for all devices using media queries.