

# Adrian Turbiński

Experienced front-end software engineer focused on building accessible digital experiences

Adrian Turbiński  
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## Founder / Main Engineer @ Media Hunters current

- Founded and managed Media Hunters, taking charge of all aspects of business development and project engineering.
- Designed and implemented scalable solutions for multimedia applications, with a strong emphasis on performance and user experience.
- Oversaw full-stack development projects, integrating cutting-edge technologies to foster innovation.
- Led a multidisciplinary team, ensuring that projects aligned with client objectives and adhered to industry standards.

Employed Agile methodologies and DevOps practices to ensure efficient project delivery and continuous improvement.

## Software Developer, Transition Technologies MS December 2022 - December 2023

- Developed a sandbox for electricians to create and edit diagrams of high-voltage towers using GoJS and Angular
- Implemented state management with RxJS and NgRx for efficient data flow within the application
- Managed version control and collaborative development through GitHub
- Applied Agile methodologies to optimize project delivery and responsiveness to client needs
- Integrated web accessibility features to ensure an inclusive user experience

## Mid Front-End Developer, Cobiro September 2021 - December 2022

- Developed no-code websites, enhancing modularity with Hexagonal Architecture
- Simplified interfaces using the Facade pattern; ensured adaptability via Ports and Adapters
- Employed NX monorepo for efficient code management across projects
- Automated CI/CD pipelines using CircleCI for streamlined deployment
- Leveraged Git, GitHub, and Agile practices (Scrum, Kanban) for effective team collaboration

## Junior Front-End Developer, Roche January 2021 - September 2021

- Developed internal applications for medical studies using Angular and TypeScript, incorporating RxJS for efficient state management and communication
- Applied layered architecture and design patterns (SOLID, State, Mediator) to maintain code quality and modularity
- Customized UI with Angular Material and SCSS, creating reusable styling components
- Conducted testing with DataDog Synthetics, Karma, Jasmine, and Jest to ensure application stability
- Employed Git and GitHub for version control, adhering to Scrum and Kanban methodologies for project management

## Junior Front-End Developer, BRAINODE sp. z.o.o. August 2020 – July 2021

- Developed an online currency exchange platform using Angular, TypeScript, and RxJS for dynamic data handling.
- Designed UI/UX elements with Figma, employing atomic design principles for modularity.
- Managed state with NgRx and implemented patterns like Factory, Builder, and Singleton to enhance code reusability.
- Styled responsive layouts using Bootstrap and custom SCSS.
- Conducted unit testing with Karma/Jasmine and E2E testing with Cypress for quality assurance.
- Utilized Git and GitHub for version control, and followed Agile methodology with Jira for task management.

## Skills

### Programming Languages

JavaScript, ES15, TypeScript, HTML, CSS, SQL

### Libraries & Frameworks

Angular, Angular Material, Bootstrap, Express.js, GSAP, jQuery, Next.js, NgRx, Node.js, React, Redux, RxJS, SASS, Storybook, Webpack

### Tools

Agile, CircleCI, Confluence, Cypress, Docker, Figma, Firebase, GitHub, Heroku, Jenkins, Jira

### Platforms

MongoDB, Netlify, PostgreSQL, Vercel, WordPress

## Interests

Tennis, app architecture, gummy berries, and climbing.