

# BŁAŻEJ FEDEROWICZ

WEB DEVELOPER

 [Błażej Federowicz](#)

## CONTACT

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## PROFILE SUMMARY

Motivated Web Developer with hands-on experience in building scalable web apps using **React**, **TypeScript**, and **Tailwind**. Fluent in **English (C1)** with basic German skills. Skilled in HTML, CSS, **JavaScript**, **Git**, and comfortable with backend tools like **Node.js** and **Postgres**. Currently training at **EPAM Campus**, applying best practices.

## EDUCATION

2025  
APPBREWERY WEB

- Full Stack BootCamp

2019 - 2024  
PZS 2 IN KOŚCIERZYNA

- Vocational Certificate in IT
- 90% in professional exams.

## SKILLS

- Public Relations
- Teamwork
- EJS, Node.js, Laravel
- HTML, CSS, TS, JS, jQuery
- React.js, Vue.js, Bootstrap, Tailwind
- Version control (Git)
- Critical Thinking

## LANGUAGES

- Polish: Fluent
- English: Advanced
- German: Basics

## WORK EXPERIENCE

Epam

JUN 2025 - PRESENT

Trainee Front-End Developer

- Built a scalable web application using **React**, **TypeScript**, **Redux**, and **Axios**, reducing load time by **35%**.
- Applied modular coding practices, improving code reuse by **40%** across the app.
- Participated in **code reviews** and version control with **Git**.
- Practiced unit testing with **Jest** and **React Testing Library**.
- Learned corporate-grade workflows through hands-on mentorship and real cycles.

Outlier (Freelance via RLFH)

MAY 2025 - PRESENT

AI Training & Specialist

- Reviewed and corrected AI-generated **JavaScript** code **outputs**.
- Contributed to **LLM fine-tuning** through technical feedback and training data generation.
- Ensured a **95%+ accuracy rate** in evaluated outputs across various difficulty levels.
- Helped enhance the performance of AI models in real-world coding support scenarios.

Art of Code

NOV 2022 - DEC 2022

Game Developer Intern

- Developed and shipped a complete 2D game using Godot Engine and GDScript in under 8 weeks.
- Implemented physics systems with a **22%** increase in simulation accuracy and **30%** fewer frame drops.
- Designed **100% of assets** and UI from scratch, optimizing draw calls and visual performance.