BŁAŻEJ FEDEROWICZ

SOFTWARE ENGINEER

in Błażej Federowicz

CONTACT

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PROFILE SUMMARY

Motivated **Software Engineer (Frontend)** skilled in building scalable, consumer-facing web applications using **React, TypeScript, HTML, CSS,** and **JavaScript.** Experienced in performance optimization and cross-functional collaboration to enhance user engagement. Committed to implementing best practices in developing.

EDUCATION

2025
APPBREWERY WEB
- Full Stack BootCamp

2019 - 2024
PZS 2 IN KOŚCIERZYNA
- Vocational Certificate in IT
- 90% in all professional exams.

SKILLS

FRONTEND DEVELOPMEN
- CSS, JS, TS, React.js, Vue.js, EJS, Bootstrap, Tailwind, jQuery

BACKEND DEVELOPMENT
- Node.js, Laravel, REST APIs

TOOLS AND VERSION CONTROL
- Version control (Git)

SOFT SKILLS
- Public Relations, Teamwork, Critical Thinking, Eager To Learn

DESIGN AND UI
- UX/UI Principles

LANGUAGES

- **Polish:** Fluent
- **English:** Advanced (C1)
- **German:** Basics

WORK EXPERIENCE

Epam   JUN 2025 - AUG 2025
Trainee Front-End Developer

- Developed a scalable web application using **React, TypeScript, Redux**, and **Axios**, reducing load time by **35%** while focusing on performance and usability.
- Applied **engineering excellence** principles, improving code reuse by **40%** across the app, including code reviews.
- Implemented token-based **authentication** to enhance security.
- Managed version control with **Git** and executed thorough testing, ensuring high **code quality**.
- Learned corporate-grade workflows through hands-on mentorship and real cycles.

Outlier (Freelance via RLFH)   MAY 2025 - AUG 2025
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.