

Dawid Zygmunt

FRONTEND DEVELOPER

CONTACT

City

Katowice

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Portfolio

dawidzygmuntdev.pl

Linkedin

linkedin.com/in/dz-dev

Github

github.com/dawidzygmunt

SKILLS

JavaScript | HTML | Tailwind | CSS |
Bootstrap | TypeScript | React Js | Next
Js

Node Js | Express Js | Prisma |
MongoDB | SQL | PHP | Python |
Postman

Bash | Google Cloud | Docker | REST
API

Git | Agile | Scrum

LANGUAGES

- English (C1) -
Erasmus Certificate
- Polish (native)

EDUCATION

Computer Science - WSB

October 2023 - currently

IT technician - ZST

September 2018 - May 2022

EXPERIENCE

Specjalista ds. IT / Snap Outdoor Sp. z o.o.

October 2022 - September 2023

Python | Linux | Windows/Linux Server | SQL

- Daily coordination, planning, and implementation of projects, as well as overseeing operational systems.
- Creating functional and technical documentation.
- Managing daily server and network operations, planning and executing projects, as well as creating comprehensive functional documentation.

Frontend Developer / YNSAT

January 2022 - May 2022

Angular | React | Ionic | TypeScript | REST API | JavaScript

- Deepening programming skills in JavaScript, TypeScript, and libraries.
- Creating the web application "MapiBlocks" designed for educating children aged 8-14.
- Optimizing code for loading speed and performance – including code minimization.
- Collaborating with a team to execute projects.

PROJECTS

E-commerce store / E-commerce CMS

Next, Tailwind, TypeScript, Prisma, MySQL, Prisma, Stripe

- Design and implementation of an e-commerce web application along with a store management panel.
- User authentication services have been utilized.
- A payment system and shopping cart logic have been deployed.
- Ability to edit each store element from the administrator panel.
- Repository (CMS): <https://github.com/dawidzygmunt/e-commerce>
- **Live:** www.dawidzygmuntdev.pl/e-commerce
- Repository (store):
<https://github.com/dawidzygmunt/Ecommerce-store>
- **Live:** www.dawidzygmuntdev.pl/store

Card game

React, Node, Express, JavaScript, Bootstrap, MongoDB

- Design and implementation of a web application for a card game.
- The application includes an administrator panel.
- A player queue tracking system has been implemented.
- Repository: <https://github.com/dawidzygmunt/truth-or-dare>
- **Live:** www.dawidzygmuntdev.pl/cards