

Dawid Zygmunt

FULLSTACK DEVELOPER

CONTACT

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Github

github.com/dawidzygmunt

SKILLS

React | Next | JavaScript | TypeScript |
Tailwind | HTML | CSS | PWA

Node | Express | Prisma | MongoDB |
SQL | PHP | Python | Bruno | REST
API

Bash | Google Cloud | Docker | AWS |
Nginx

Git | Agile | TDD | Scrum

LANGUAGES

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

EDUCATION

Computer Science - WSB

October 2023 - currently

IT technician - ZST

September 2018 - May 2022

EXPERIENCE

Fullstack Developer / Brainhub

March 2024 - July 2024

React | Next | Nest | TypeScript | TDD | Agile | PostgreSQL

- Effectively utilized modern front-end and back-end technologies to develop responsive and dynamic web applications.
- Focused on creating and integrating REST APIs for efficient and secure communication.
- Leveraged GitHub and GitLab for code management and team collaboration.
- Test Driven Development (TDD) and utilized Playwright to deliver stable and well-tested solutions.

Frontend Developer / YNSAT

January 2022 - July 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