



Pavlo Vovk

Cracow, Poland dazkok@gmail.com +48 733 985 973

pavlovovk.pl
LinkedIn
Github
Instagram

Full-Stack Developer with 5+ years of experience building and maintaining scalable web applications using Laravel (REST API, MVC) and React. Skilled in designing efficient architectures, automating workflows, and collaborating in Agile/Scrum environments.

EXPERIENCE

10A, Cracow — Full-Stack Developer

Dec 2023 – Dec 2025

Sole maintainer of suzuki.pl and “Moje Suzuki” app backend (Laravel)

Upgraded PHP 7.1→8.3 & Laravel 5.6→11, resolving 150+ compatibility issues.

Reduced developer workload by 90% on suzuki.pl by significantly expanding and optimizing the administration panel.

Extended microservices architecture, implemented warranty processes into the Moje Suzuki application, improving customer experience and automating critical workflows — these new features are now actively used by over 15,000 car owners.

SMF.de, Cracow — Backend Developer / IT Support Specialist

Jan 2023 – Aug 2023

Supported BP global systems in Agile team (daily standups, sprint planning)

SEBDAN, Lodz — Full-Stack Developer

Jun 2020 – Dec 2022

Built 15+ sites from scratch (e-commerce, real estate, school catering)

Full cycle: requirements → development → deployment

EDUCATION

Jan Kochanowski University, Kielce

2016 - 2020

Bachelor's Degree in Information Technology

Udemy

Nov 2025

GitLab CI/CD: Pipelines, CI/CD and DevOps for Beginners

Oct 2023

React, Next.js and Laravel: A Rapid Guide - Advanced

Jan 2026

PHP Unit Testing with PHPUnit

SKILLS

Back-end

PHP, Laravel, REST API, PHPUnit

Front-end

React, TypeScript, Tailwind, HTML5, CSS3, JavaScript, Bootstrap, JQuery

Databases

MySQL, OracleSQL, PostgreSQL

DevOps & Tools

Docker, Github, GitLab CI/CD, Composer, AWS, APIs

Methodologies

Scrum, SOLID, KISS, DRY, YAGNI

Other

Cat.B Driver's License

LANGUAGES

Ukrainian (Native)

Polish (Advanced)

English (Upper-Intermediate)

Russian (Advanced)

HOBBIES

Gym, Swimming, Gaming, Electronic music production and audio mastering