FILIP CIESIELSKI

DEVOPS & CLOUD ENGINEER

CONTACT

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KEY SKILLS

Node.js
React
Typescript
NestJS
Python
AWS
IAC
Terraform
Docker

Jenkins
Groovy
GitLab CI/CD
PostgreSQL
MySQL

Academic:

Java
Oracle PL/SQL

LANGUAGES

Polish **Native**
German **C1**
English **B2**

CERTIFICATES

04.2019

Deutsches Sprachdiplom Zweite Stufe (DSD II) - C1
German Language Certificate of the Education Ministers Conference

ABOUT ME

DevOps & Cloud Engineer,
with a degree in computer science from Poznan University of Technology. I'm passionate about designing and implementing innovative cloud-based solutions using AWS, and have also experience in web development. Currently, I'm working towards achieving AWS Solutions Architect Associate certification to further advance my cloud engineering skills.

Willing to learn | Well-organized | Creative | Communicative

EXPERIENCE

03.2022-present

Junior DevOps & Cloud Engineer

Transition Technologies PSC

Node.js · React · JavaScript · TypeScript · Python · Amazon Web Services (AWS) Infrastructure as Code (IAC) · CloudFormation · Terraform · Serverless framework · Jenkins · Groovy · GitLab CI/CD · Docker · MySQL · HTML · CSS · GIT

EDUCATION

2023-2024

MEng Computer Science

WSB Merito University in Poznan

Cloud-Based Outsourcing specialty

My master's thesis was titled "Optimisation of Cloud Solutions for Large Web Applications Using Amazon Web Services". The project involved developing a recommendation system for optimal AWS configurations and services, analysed through experiments and research.

2019-2023

BE Computer Science

Poznan University of Technology

My engineering thesis, NoteMed, developed in cooperation with HCP Medical Centre Poznan, aimed to create a user-friendly medical platform accessible on various devices. It harnessed speech recognition technology for quick and accurate note-taking during medical examinations, featuring role-based access control for healthcare practitioners. Thanks to NoteMed, medical professionals can prioritize patient care, expedite diagnosis and treatment, and focus on more critical aspects of their work instead of administrative actions.

Node.js · Express.js · Sequelize · React · TypeScript · Python · Flask · Docker PostgreSQL · Azure

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HOBBIES

- Football
- Tennis and padel
- Travelling

PERSONAL PROJECTS

React, Firebase

Lech Typer

Web application for Lech Poznań football team fans where they can predict their favourite team match results and compete with each other by collecting points for correct bets. Project implemented using React with styled-components. All the results, points and bets are stored in the Firebase realtime database.

AWS, Python

Lech Licznik

Serverless application leveraging key AWS services to track the number of sold tickets for Lech Poznań games. The application has gained significant traction, attracting over 700 followers on Twitter, who rely on it to stay informed about ticket availability. Additionally, I had the opportunity to lead the live coding portion of the "Serverless - Without Servers, it's possible!" lecture on AWS at WSB Merito in Poznan as part of Transition Technologies PSC's collaboration with the academic community. During the lecture, I presented the "Lech Licznik" project and demonstrated its development process by building it from scratch as a live demo.

Java, Spring, Oracle PL/SQL, Vaadin

Football Database

Java Spring web application that connects to created relational oracle PL/SQL database of various football leagues using JPA and which allows user to manage it from the app. Additionally, GUI was implemented using Vaadin.

Python, Flask, React, OpenCV

Poker Recognizer

The main goal of this project was to implement a card recognition algorithm using flask and OpenCV library in python. Additionally, an algorithm for finding the best poker hand combination was implemented. All results, including the final image with annotated cards and the description of the algorithm based on the uploaded image are presented on a website created with the React library.

React, Sass

Euro 2020

The main goal of this project was to implement a responsive website using React and Sass with BEM methodology. The generated website provides information about individual national teams participating in UEFA Euro 2020 (2021), based on user choice. Final group stage table and all results of the specific team can be found on subpages after clicking on one of the 24 national flags. These can also be filtered by a search input with autocomplete feature.

To see more of my projects please visit my github repository or personal website.

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