



Jan Kamoń

Full-Stack Developer

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BIOGRAPHY

My journey in software development began at the age of 12, when I started learning PHP, HTML, CSS, JavaScript, and how to manage a VPS. I used these skills to create my first blog on WordPress. By the end of middle school, as a final project, I developed a game using the RPG Maker XP engine and RGSS (a Ruby-based library), along with a website for it.

I enjoyed programming and wanted my future products to reach as many people as possible, so I chose Advertising Organization as my technical high school profile. While still in high school, I launched my first business creating websites for local companies. After graduation, I combined my skills in programming and advertising to build a network of blogs and my first e-commerce store using PrestaShop. That's when I also gained experience in SEO and digital marketing. Running my own business taught me a lot about offering great products and ensuring customer satisfaction through effective customer service.

When my stores became a stable source of income, hiking became my hobby, and I wanted to create something useful for the hiking community. That's when I started learning TypeScript, React, Express, and PostgreSQL, which eventually led to building the first version of HikePack. I'm a full-stack developer and feel very comfortable in the frontend world, but I enjoy backend development the most—optimizing it to be efficient, scalable, and maintainable, minimizing technical debt so it can support as many users as possible.

PROFESSIONAL SKILLS

○ Software development

What I love

TypeScript, JavaScript, React, Next.js, React Native (Expo), NestJS, Express.js, Node.js, PostgreSQL, Tailwind CSS, CSS & pre-processors, Unit Tests (Jest), Docker

What I know well, but don't necessarily love

MySQL

What I'm trying-out right now

Golang, PixiJS, Kubernetes, RabbitMQ

What I have at least a little knowledge in

C++, C#, PHP, Python, MongoDB, Redis

...but there's always room for one more skill.

○ Others

Responsive Web Design

Web Hosting

SEO

Analytics Tools

Performance Optimization

Digital Marketing

E-Commerce

Documentation writing

LANGUAGES

ENGLISH
Business Level

POLISH
Native

EXPERIENCE

○ From 2023 to Present

Full-Stack Developer

Freelance

○ From 2020 to 2023

Founder & Web Developer

Włóczęga.pl & TheKoszulki.pl

○ From 2016 to 2020

Founder & Webmaster

Digital Mind

EDUCATION

○ From 2016 to Present

Full-Stack Developer

Self-taught through freeCodeCamp, Codecademy, and more.

○ From 2012 to 2016

Technical School – Advertising Organization

Zespół Szkół nr 1 w Nowym Targu

MORE ABOUT MY EXPERIENCE

MyPocketSettlement

Back-end: NestJS, PostgreSQL, WebSockets (Socket.io), Stripe

Front-end: Next.js, PixiJS, TailwindCSS, DaisyUI

Creator and lead developer of a multiplayer strategy-simulation game focused on settlement development. Responsible for system architecture, back-end and front-end implementation, project coordination, marketing, and collaboration with an artist responsible for designing buildings and surroundings. Designed complex mechanics simulating real aspects of settlement life, including settler emotions, dynamic statistics, births, internal migration, and mortality causes such as disease, crime, and work accidents. Implemented optional premium payment systems. The game's core logic and most critical mechanics are handled on the back end using a modular NestJS architecture.

Interesting challenges:

- Developing a dynamic map system where new areas and homes are procedurally generated upon the arrival of settlers.
- Designing the simulation of settler behavior using modular, event-driven and schedule-driven components to reflect realistic decision-making and emotional states.

HikePack

Back-end: Express.js, PostgreSQL

Front-end: React, React Native (Expo), TailwindCSS, DaisyUI

Full-stack developer of an interactive platform for hiking enthusiasts. Contributed to both front-end and back-end development. Implemented features such as customizable packing lists, weight tracking with category-based charts, item status management, and list sharing via unique URLs. Designed data models for categorization and user content, and ensured smooth user experience on both web and mobile platforms. The system supports real-time calculations and efficient state management for optimal trip planning.

Interesting challenges:

- Presenting all essential data (such as item weight, categories, and packing status) in a clear and user-friendly way without overwhelming the interface.