Jan Lasota

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Education

THE CATHOLIC UNIVERSITY OF AMERICA   Washington, D.C.
Bachelor of Science in Computer Science   August 2014 – May 2018
- Relevant Coursework: Data Structures, Object-Oriented Programming with Java, Concepts of Programming Languages, Analysis of Algorithms, Theory of Computing, Database Management

Skills

Technical: Java, JavaScript, TypeScript, GraphQL, Gitlab, JIRA, Angular, React, React Native, Jest
Operating Systems: Windows, Mac OS
Languages: English (fluent), Polish (advanced)

Experience

TEAMWORKS   Durham, NC
Senior Software Engineer   January 2024 – Present
Software Engineer   February 2022 – January 2024
- Build front end components and deliver complex features in React.
- Build out front end components for iOS/Android devices in React Native.
- Use Datadog to capture and monitor defects that pop up.
- Attend sprint planning and retrospectives to review accomplishments and improve team workflows.
- Carry tickets across the board, starting from reporting a bug all the way to release testing it.
- Attend developer meetings to share ideas and findings in an effort to improve the codebase.

BLACK CAPE   Arlington, VA
Technologist   October 2020 – February 2022
- Built front end components and delivered complex features in React.
- Wrote up detailed documentation in Confluence for other developers to refer to and get up to speed.
- Attended sprint planning and retrospectives to review accomplishments and improve team workflows.
- Used Gitlab repository to manage merge requests and JIRA to track issues.

PYRAMID SYSTEMS   Washington, D.C.
Software Engineer   February 2019 – October 2020
- Implemented features and maintained bug-free code in Java.
- Collaborated with different stakeholders and subject matter experts.
- Stitched together different components using the Oracle Application Development Framework.
- Significantly improved accessibility in the codebase.

Projects

ETCH-A-SKETCH (JavaScript, HTML, CSS)   July 2018
- Built the classic mechanical drawing toy in a web browser. Created buttons that clear and resize the board. Added functionality in JavaScript to erase the board by holding down left click. Designed the layout of the web page using HTML and CSS.

CUBEQUEST (Java)   October 2016 – December 2016
- Built a zombie survival game as a final group project. Designed the health and stamina potion model. Implemented potion functionality in the game. Created a GUI for the health and stamina bar. Added potion and terrain collision.

Activities

ASSOCIATION FOR COMPUTING MACHINERY (ACM)   Washington, D.C.
Member   September 2016 – May 2018
- Participated in coding activities and worked on fun projects to better overall technical knowledge.
- Attended biweekly planning meetings to review progress and plan next tasks.

CATHOLIC UNIVERSITY MEN'S TENNIS TEAM   Washington, D.C.
Starter   August 2014 – May 2018
- Committed 15-20 hours per week to training and competing.
- Highlights: Team MVP 2016-17 & 2017-18, Team MIP 2015-16, Academic All-American 2017-18, 3x Athlete of the Week, 2x Second-Team All-Conference Singles, 1x First-Team All-Conference Singles, 1x Second-Team All-Conference Doubles