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, Linear, JIRA, 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
- Develop front-end components and deliver complex features using React.
- Build front-end components for iOS/Android devices using React Native.
- Developed an enhanced WYSIWYG editor based on the Tiptap library and packaged it for shared use across our codebases.
- Building a micro front-end using module federation to streamline integration across multiple applications.
- Utilize Datadog to capture and monitor defects in real-time.
- Participate in sprint planning and retrospectives to track progress and improve team workflows.
- Carry tickets through the development lifecycle, from bug reporting to release testing.
- Contribute to developer meetings, sharing ideas and findings to continuously improve the codebase.

BLACK CAPE   Arlington, VA
Technologist   October 2020 – February 2022
- Developed front-end components and delivered complex features using React.
- Created detailed documentation in Confluence to streamline onboarding and assist developers.
- Participated in sprint planning and retrospectives to track progress and improve team workflows.
- Managed merge requests in GitLab and tracked issues using JIRA.

PYRAMID SYSTEMS   Washington, D.C.
Software Engineer   February 2019 – October 2020
- Implemented new features and maintained reliable, high-quality code using Java.
- Integrated and optimized components using the Oracle ADF framework.
- Enhanced codebase accessibility and compliance, improving usability for screen reader users.

Projects

CHEFFIN' UP (TypeScript, Expo, React Native, NativeWind, OpenAI API)   April 2025 – Present
- Building a mobile app that generates custom recipes based on selected meal type and ingredients. Using a large dataset from Open Food Facts for ingredient selection and one of OpenAI's GPT models to generate detailed recipes. Developing with Expo, React Native, and NativeWind for functionality and styling.

JUMP BRO (TypeScript, Phaser)   April 2025 – Present
- Building a browser-based platformer focused on precision jumping and climbing as high as possible. Using Phaser to configure the game, create vertical platforms and progressively harder levels. Developing with TypeScript for readable and maintainable code.

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