



Tomasz Kisiel

Software Engineer

Links

[Github](#)

[LinkedIn](#)

[Stackoverflow](#)

Languages

Polish	Native
English	B2
French	B2



About

Experienced software engineer specializing in robust backend solutions using Node.js and PHP. Proficient in NestJS and Laravel, passionate about creating effective software systems. Enthusiastic about sports—engaging in gym workouts, calisthenics, and multi-day bike expeditions. Committed to continuous improvement, currently mastering both English and French.

Experience

Software Engineer, Dev And Deliver

June 2021 - December 2023

- Applied object-oriented design principles to maintain REST and GraphQL APIs, ensuring reliability in data communication.
- Developed integrations with APIs like Firebase, IBM Watson, Google Translate, and Twillion, expanding software functionality and scope of our software.
- Utilized diverse databases (MySQL, PostgreSQL, MongoDB, Redis, Firestore) for robust data solutions, ensuring scalability and efficiency.
- Designed microservices with RabbitMQ-based messaging, optimizing application scalability.
- Orchestrated application deployment via Docker and Kubernetes, ensuring a robust infrastructure.
- Collaborated within a software engineering team, contributing across design, implementation, and delivery phases.
- Implemented diverse testing suites to fortify software integrity against bugs and vulnerabilities. Provided technical support, resolving complex issues and fostering customer confidence

Education

Computer Science, Cracow University of Technology

October 2021 - Present

- Focusing on designing and constructing modern solutions for practical problems in computer science and digital electronics.
- Actively participated in the "Cosmo PK" student group as a web developer, contributing to projects involving space experimentation, measuring probes and cube satellites.
- Excelled at the "Kościuszkon" Hackathon, securing third place in the mental health category by creating an AI-powered chat-like application for individuals with mental health issues.

Electronics, University of Science and Technology

October 2020 - September 2021

- Introduced to the basics of electronics and provided me with a foundational understanding of the field.

Honors & Awards

mObywatel mHack, Centralny Ośrodek Informatyki

October 2023

Our team clinched victory and secured **1st place** at the mObywatel mHack, where we proposed and implemented a groundbreaking solution for seamless complaint submissions, warranty requests, and product defect monitoring within the government application mObywatel. Our innovative integration with the Office of Competition and Consumer Protection garnered us the top prize in this hackathon.

Kościuszko, University of Science and Technology

March 2023

Our team secured **3rd place** at the Kościuszko Hackathon by developing a real-time chat platform designed to provide mental health support. Our solution featured an AI-powered assistant, enabling immediate assistance in scenarios where a specialist was unavailable at the moment.

Pet Projects

eZakrystia, Presence Verification System

December 2018 - March 2022

- Developed a multifaceted presence verification system for acolytes, leaders, and the parish, encompassing web, mobile, and back-office interfaces
- Implemented key features such as messaging tools, scheduling capabilities, a points system, and NFC technology for reliable attendance tracking
- Integrated diverse functionalities to promote seamless communication and engagement, fostering improved organization within the community.

Letters & Numbers, Educational Game for Kids

January 2020 - February 2020

- Designed and developed an engaging vocalized learning game tailored for Polish children, utilizing gamification techniques to facilitate learning of letters, numbers, basic mathematical equations, and vocabulary.
- Implemented interactive and gamified elements to encourage children's participation and interest in learning, fostering a fun and educational environment that enhances language and math skills in young learners.

Carrot Garden, Idle Clicker Game

May 2019 - June 2019

- Developed a whimsical idle clicker game featuring humorous Easter eggs, centered around cultivating and collecting carrots and herbs to enhance your virtual garden.
- Designed and crafted original graphics using hand-drawn pictures on a graphics tablet, creating a visually engaging and unique gaming experience with self-made artwork.

