


Krzysztof Kozlowski

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Github 

LinkedIn 

Education

Linköpings University - Master of Science in Software Engineering

2023 - now

LBS Jönköping - Game programming

2020 - 2023

Work experience

Coach by app

November 2025 - February 2026

- Reduced load time by **~250ms**.
- Optimized data fetching, improving performance by **~70%**.
- Enhanced developer tooling through integration of **Docker** and **Devcontainers**.

Projects

Candidate Project – Website integrated with booking system

- **Development Lead** for a team of 8 people.
- System designed to handle **10 000+** customers and their booking needs.
- Communication is done via **REST API**.

Everevuew - Mobile replica of Orbi focused on event reviews

- As **Team Lead**, I was responsible for all decisions regarding architecture and workflows.
- **SQLite** as the database, **SQLAlchemy** as the ORM and **Flask** as the web framework.

Personal website 

- Gave me experience and insight into **Cloudflare** and how to manage my own **domain**.
- Also gained practical experience with **Nginx** and **Docker** by configuring and running them on my own **server**.

Technical abilities & skills

Programming languages: Javascript/Typescript, Python, Java, C++, C#, CSS, HTML

Databases: Postgresql, Mysql, Sqlite, MongoDB, Redis

Libraries & Frameworks: React, NodeJS, ExpressJS, React Native, Flask, Unity

Devops: Linux, Docker, Cloudflare, GitHub Actions, Nginx, WireGuard, Proxmox

- A and B driver licenses
- Swedish - fluent in speaking/writing.
- English - fluent in speaking/writing.