Bruno Dzięcielski

Full-Stack Engineer

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About

Full-stack engineer with experience building and evolving real-world products in cross-functional teams. I work across web applications, internal tools and games.

I use TypeScript daily — often outside of heavy frameworks when it makes sense. I care about clean architecture, maintainable code and improving team workflows. I have hands-on experience across frontend, backend and real-time systems.

Work Experience

Gamecode
Dec 2024 - Present

Frontend / Game Developer (Full-time)

I work on developing slot games using PixiJS. I collaborate closely with graphic designers, game designers and sound designers to integrate visuals, animations and audio into the games.

In addition to game development, I focus on simplifying and improving internal development processes and tooling. I also work on developing and maintaining a custom in-house game engine used across projects.

Nocadis
Nov 2022 - Nov 2024

Full-Stack Developer (Part-time)

I implemented new features in existing products and worked on projects built from scratch. I developed admin dashboards and ERP-like systems for various companies, focusing on usability and maintainability.

I worked mainly with Next.js, TypeScript and TailwindCSS, and used Mantine for building consistent UI components.

Medicalgorithmics
Nov 2022 - Nov 2024

React Developer (Contract)

I worked on medical software used by ECG technicians and professionals, focusing on clear and accurate presentation of ECG data, QRS complexes and signal strips.

I optimized performance-critical operations on very large datasets on the UI side, ensuring smooth interactions during bulk modifications and data updates, and developed applications using React, Ant Design, styled-components and OData.

Freelance Experience

Refina.io
Sep 2024 - Present

Full-Stack Developer

I am building a real-time platform for refining work items in collaborative teams. All changes are synchronized live across users and automatically reflected in Azure DevOps.

I am responsible for the entire system architecture, including both frontend and backend. The platform is built with TanStack Start, with a strong focus on performance, real-time reliability and maintainable architecture.

Gembanana
Sep 2023 - June 2024

Full-Stack Developer

I worked on a real-time product designed to help agile teams align on goals and improve the process of defining and developing the right features.

I built a collaborative drawing board using WebGL, enabling multiple users to interact in real time. The product was developed with Next.js, MongoDB and TailwindCSS, and used Liveblocks for real-time collaboration and PixiJS as the WebGL 2D renderer.

Definya RPG
Dec 2022 - Aug 2023

Full-Stack Game Developer (Phaser)

I worked on an online RPG game inspired by Tibia. Through this project, I gained hands-on experience with WebGL and WebRTC in production-ready, real-time game environments.

I worked across both frontend and backend, using React, Express.js, Phaser, MongoDB and socket.io to build gameplay systems and real-time communication.

Skills

Frontend
- TypeScript
- React.js (Hooks, Context, Zustand, SSR, RSC, Suspense, Server Actions, React 19, Tanstack Query, Tanstack Router, Tanstack Start, Next.js, Web Workers)
- Real-time & Graphics: WebSockets, WebRTC, PixiJS, Phaser, WebGL
- UI & Animations: TailwindCSS, CSS Modules, Styled Components, Sass, Framer Motion, GSAP
- Testing: Vitest, React Testing Library, Jest, Cypress

Backend
- Node.js (Express)
- Databases: PostgreSQL, Redis, MongoDB
- APIs: REST, GraphQL, tRPC
- Auth & Security: JWT, Sessions, OAuth2, Lucia Auth

Tools
- Git, GitHub, GitLab, Jira, Azure DevOps, Bitbucket
- CI/CD: GitHub Actions
- Build Tools: Vite, Turbopack, Webpack, Babel
- Docker (development usage)
- AI tools: Claude Code, Cursor

Common
- Clean Architecture and separation of concerns
- Writing maintainable, testable code
- Basic Python scripting (data imports, web scraping, simple automation)
- Optimizing performance and operations on large datasets (millions of records)

Collaboration & Team
- Improving development workflows and internal processes
- Explaining complex technical concepts in a clear, practical way
- Taking ownership of features and guiding implementation decisions
- Mentoring and supporting teammates when needed

Languages

Polish (Native)
English (B2)

Education

Politechnika Śląska
2024 - Present

Bachelor of Engineering in Computer Science

ZST Wodzisław Śl.
2019 - 2024

Programming Technician (351406, INF.03, INF.04)