Klaudia Kreft

Full Stack Software Engineer



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/klaudla-kr3ft

EDUCATION

UNIVERSITY OF MANCHESTER

BSc Computer Science (HUMAN COMPUTER INTERACTION) 2018 - 2022

VOLUNTEERING

AI/ML SOCIETY | 2021

- → Introduced Women Wednesdays; increased the female followers count by 100%; performed interviews later published on society's social channels.
- → Created all the graphical content and re-branded the society's visual image - logo, colour scheme as well as graphics style using Inkscape, GIMP and Figma.

CODEFIRST GIRLS | 2021

→ Provided hour-long tutorials in Python to female students in other departments of the University.

CERTIFICATES

- AWS [in progress] Solution Architecture Associate
- GCP Cloud Digital Leader
- AZ-900 Microsoft Azure Fundamentals
- PL-900 Microsoft Power Platform Fundamentals

LANGUAGES

English: Proficient Polish: Native

EXPERIENCE

SPRINT REPLY | CONSULTANT (C2--C3) -- FULL STACK, CLOUDOPS, DATA ENGINEERING & AI November 2023 -- Present | Manchester/Sheffield, UK

- → Led the Invoice Validation project, building a robust **Databricks** pipeline with 90%+ test coverage and parallel processing to automate invoice data ingestion, transformation, and anomaly detection.
- → Enhanced Al tools: Know improved prompt engineering; Compare refactored ingestion pipeline using Step Function; Chat - implemented text-to-image generation and robust error handling for a multimodal, multi-model Al assistant.
- → Built MVPs for contract analysis, document summarization, and invoice reconciliation using LLMs and automated workflows.
- → Created an internal UI asset library in **Figma** to streamline ideation and prototyping across teams.
- → Supported digitisation of ICC checklists into a live data-syncing task management platform using AWS AppSync, DynamoDB, Lambda, Terraform, Docker, React, and Redux.
- → Delivered integration projects modernising internal systems and improving accessibility of operational data.
- → Developed a tool to automate evidence pack generation, integrating backend services with a tailored UI.
- → Defined technical requirements alongside analysts and users, leading testing and QA for high-quality delivery.
- → Mentored junior developers, supporting onboarding and code reviews.

PILLR | DEVELOPER

March 2022 - July 2023 | Manchester, UK

- → Migrated old portal frontend using TypeScript, Vue.js, SASS and Bootstrap.
- → Created multiple custom components like omnibox allowing for search and multiple selection or workflow tree graphs utilising card containers.
- → Implemented UI for the new version of the ticketing and workflow systems.
- → Researched and designed data collection using **Chrome API** for the chrome extension.
- → Utilised ELK, Python and Go in development and maintenance of API endpoints.
- → Gained experience with containerisation of the product using **Docker** and **Kubernetes**.

PROJECTS

AWS APPSYNC WORKLOAD MANAGER | 2024

- → A real-time task management platform leveraging AWS AppSync, DynamoDB, Lambda, EventBridge, and S3.
- → Includes WebSocket streaming, recurring task automation, XLSX reporting, drag-and-drop UI, and alert
- → Built with React, TypeScript, Redux, and SCSS.

AI TOOLS: KNOW, COMPARE, CHAT | 2024

- → Know Al knowledge base enhanced with refined system prompts for improved accuracy and UX.
- → Compare Document comparison tool with improved ingestion using PandasAl and performance-tuned LLM support.
- → Chat Enterprise multimodal assistant with text-to-image generation and advanced error handling.

DYSLEXIA & DYSCALCULIA CHROME EXTENSION | UX PROJECT - 2022



- → Designed and implemented an extension supporting dyslectic and/or dyscalculic users in reading and writing within Google Workspace Suite.
- → Having the end user at hear provided 4 accessibility features text-to-speech, definition of the hovered words in the document, confusing sounds detection, number tracking support for dyscalculia as well as some other customisable features (screen tint, paragraph highlighting, etc.). HTML, CSS, JavaScript and GoogleScript.