



Jakub Lebiedziński

Software Engineer

To obtain a position where I will be able to utilise my language and education skills to benefit the company simultaneously further developing my professional skills

Education

University of Gdańsk

Master of Information Technology, 2019 - 2021

I specialised in Genetic Algorithms implemented in Python, focusing on addressing extreme events within the R programming language, particularly in the realm of 3D graphics and animation.

Polish-Japanese Academy of IT

Engineer of Internet Applications, 2015 - 2019

I specialized in various aspects of database techniques, networking, and the practical applications of multimedia technologies. This included developing expertise in database management strategies, optimizing network infrastructure, and leveraging multimedia tools for diverse applications.

British School

Cambridge English: First, 2010 - 2015

Obtained First Cambridge Certificate of five year coursework

Work Experience

Mobile Developer

Onoco, 2022 - 2024

My responsibilities revolved around GraphQL, Flutter, state management, and UI design. This entailed leveraging GraphQL for efficient data fetching and management, utilising Flutter for cross-platform mobile application development, implementing effective state management strategies, and designing intuitive user interfaces to enhance the overall user experience.

Front-end Developer

Develocraft, 2019 - 2022

I was responsible for developing applications for both iOS and Android platforms. This included adapting web interfaces to mobile views, effectively managing application states, and collaborating within SCRUM for efficient project delivery.

Junior Front-end Developer


Actum Lab, 2017 - 2018

I concentrated on building WordPress sites, where my duties involved crafting brand-new layouts and working extensively with RESTful APIs, HTTP services, as well as handling routing and navigation functionalities.

Courses

- The Complete Angular Course: Beginner to Advanced
- Build Enterprise Applications with Angular 2 (and Angular 4)
- Learn Flutter&Dart to Build iOS&Android Apps
- The Complete Figma Course – Designing Mobile & Web App UI/UX

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